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WILD ARMS 5



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WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

WRITTEN BY
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WELCOME TO WILD ARMS 5

ORIENTATION

Welcome to *Wild ARMs 5: Prima's Official Strategy Guide* for the newest installment of the popular series. Inside this guide you'll find everything you need to know about the story and strategies to get you from Capo Bronco all the way to Locus Solus and back with access to all shops, collectables, weapons, armor, golem parts and more! This guide is separated into the following sections:

Gameplay Training



The gameplay section covers everything you need to know about all the major features of the game, including both world and dungeon fields and their respective features, visiting towns and dealing with NPCs, and sections on all collectables and hidden items located in all of Filgaia's continents.

Combat



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Focused primarily on your performance on the battle field, the combat section addresses everything battle oriented including HEXs, Ley Points, Mediums, Force Abilities, Combo Arts, ARM Parts, armor, and all of the skills you need to master so you can defeat the hordes of adversaries ahead.

Characters



In the characters section you find details on the seven playable characters: Dean, Rebecca, Avril, Greg, Carol, Chuck, and Asgard. Included here are their respective weapons, armor, and recommendations for battle strategies.

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Main Quest Walkthrough



If it's relevant to the main quest and storyline, this section is where you'll find the details: from dungeon maps showing the locations of collectables, hidden items, hidden areas, puzzles, and bosses, to treasure and enemy summaries, to full-out boss battle strategies.

If you're primarily concerned with getting through the story, this is the section you'll spend the most time with.

Tour of Filgaia

Things that happen outside the main quest and out in the wilds of the four continents of Filgaia can be found here. This section covers the optional material in the game that isn't required to finish the main storyline, but that can dramatically help you in your struggle to save the planet.

Inside these pages you find a comprehensive review of all continental maps, sidequest details, puzzle boxes, and more.

For the hardcore players who aren't satisfied just completing the story and want to explore Filgaia, this chapter is for you—there are many countless hours of additional and wonderful gameplay to be spent fully exploring the continents and reaping the immense rewards scattered (and often hidden) across the land!



Compendium



If you want information fast, the compendium is the place to find it. This section reprises comprehensive data tables found within main sections, but in an easily accessible format all in one place at one time. Weapons, ARM Parts, mediums, field items: this is where you'll find them!

NOTE

Bonus Content Online!

For complete walkthroughs of the Secret Dungeons, please go to www.primagames.com and search for the title "Wild Arms 5."

GAMEPLAY TRAINING

★ MAIN MENU ★

Access the main menu for all of your major in-game commands by pressing **▲** when exploring either the active fields of dungeons or out and about in the world of Filgaia. The main menu contains the following sections: Order, Equip, Items, Golem, Mediums, Status, and System; all of which are all explained below.

-NOTE- Use the main menu screen to see quick summaries of the characters currently in your party.

Order



The Order submenu allows you to change the order of your characters in the party and the order in which they're displayed on all character summary screens.

Also, the order you set determines

which three party characters start each battle! The order of members four through six determines the order in which they appear in the Swap menu during a battle. Choose your top three or favorite characters and put them in the top three spots in the order to have them as starters for every battle you fight.

Equip

The Equip menu is where you assign characters their various ARM Parts, armor, and badges. Characters always use the same weapon, but the weapons are augmented with ARM parts upgrades collected throughout the game. Each character has a whole host of various ARM parts that become progressively more powerful as the game progresses. The complete lists of these character-specific items can be found in the Characters chapter.



Armor and badges are similar in benefits. The many different types scattered throughout Filgaia offer a wide variety of benefits and protection.

When equipping items, note the potential effects on the character's stats. Red arrows mean the affected stats are going up, and blue arrows mean the affected stats are going down. Obviously the more red arrows you see when comparing upgrades, the better the overall effect on your character. However, some more powerful items have both positive and negative effects, so it's really up to you to decide if the tradeoff is worthwhile.

-NOTE- Characters initially have only one slot for equipping badges. However, as characters increase in level, the number of badges they can equip increases.

-NOTE- Use **L1** or **L2** to flip between characters in the party when using the Equip screen.

Golem



Later in the story, once the golem Asgard becomes available to your party, you gain access to his submenu. On this screen you can view Asgard's status with all of his relevant statistics; his equipped units, which include

all of the installed upgrade parts that you've collected for him; his Original Commands, which are also pick-ups found scattered around Filgaia; and information on his Algorithm Tangram (behavior patterns).

-NOTE- Asgard is equipped differently than regular party members. Equip him by talking with Old Man Tony in Capo Bronco.

Items



The Items menu has seven submenus that all keep track of your extensive and perpetually growing inventory. Throughout the game you're going to gather a vast collection of field items, battle items,

ARM Parts, armor, badges, golem parts, and books.

If you're not sure what an item is used for, select it and read the help text's brief description.

NOTE

Items that can be accessed or utilized from the Item menu appear in white text in the lists. Grey text item names cannot be used from the Items menu, and are generally quest items needed to fulfill certain objectives.

Medium



Mediums are special tools linked with the world of Filgaia that offer their owners access to special abilities.

The Medium menu allows you to equip or customize any mediums currently

in your inventory. Each character can equip one medium only, but each type of medium offers many levels of skills, abilities, and bonuses.

Use this screen to fully equip and tune your party's mediums throughout the game. Mediums are covered extensively in the Combat chapter; for a comprehensive look at them and their importance in battle, flip over there now.

Status

For full character details, use the Status menu, which contains everything that is currently available to that character. Therein you find everything you need to know about character stats, equipment, Original Commands, personal skills, and Force Abilities.



System



The System menu allows you to configure various system settings, including customizing the button configuration if you prefer different setups. A common change is changing the field camera settings to

inverse if you're used to a different camera axis from first person games.

As you progress through the game and experience all of the various tutorials, the lessons show up in the Tutorials part of the System menu. From there you can always go back and review what you may have forgotten from previous lessons.

EX. FILES



Six special bonuses, known as Ex. Files, contain special content available after fulfilling certain conditions through playing the game. They are:

- A. Voice Studio
- B. Start Ex. New Game
- C. View Ex. Stats
- D. Movie Studio
- E. Character Guide
- F. Monster Guide

Each of these six items is unlocked when its three conditions have been met by your specific game save file. As you progress through the story, keep checking back on this screen to see whether your game save file has met any additional Ex. File conditions.



Once you complete the game and want to play through a second time, if you use the “Ex. New Game” option, you can start the game with certain items from the previous game data. For example, if you finished the first run-through of the game with the best weapons and armor, you can start a new game and have the same superior equipment right from the beginning. This bonus feature is a huge reward for players who have put a great deal of time into powering up their characters on the first run-through of the game.

-NOTE- Each game save file contains different data, so be sure to check your newest game saves to see if you’ve met more of the conditions required to unlock the bonuses.

Dean's Nine Lives Armor



This is an unlockable special suit of armor that you cannot find or purchase in the game. You must fulfill all the requirements for all six of the Ex. Files. Once they are all complete, you can start a new game and Dean will have the Nine Lives Armor in his inventory. Fans of *Wild ARMs 2* will recognize this armor as that worn by Lord Blazer in *Wild ARMs 2*. Once you’re wearing the Nine Lives armor, speak to the Gentle Baker in Twelbit and the Charity Coordinator in Harmonde. Both characters fought Lord Blazer, and they will give you a reference message regarding *Wild ARMs 2*.

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WORLD MAP



The world map is accessible anytime you’re out and about in the wilds of Filgaia (when you’re not in a dungeon or town). The X, Y coordinate system helps you get around the continents by providing exact

locations for items in the world, from treasure to traveling merchants.

In the map window, you’ll see the continent of Filgaia that you’re currently on. Green squares and names represent the various towns, while red squares and names represent dungeons. Dean is always represented on the map by the white arrowhead that indicates which way he’s currently looking/traveling.

Your next objective in the story is always displayed as a white circle on the map. If there is no white circle on the map, you may have to trigger another scene before the map is updated.

Later in the game, new modes of transportation become available: the monowheel and Asgard.

-NOTE- Only areas that you’ve been to are labeled on the world map. There are plenty of destinations all over each of the respective continents, but you have to find them before they show up on the map. One example of this is the hidden dungeon called Abyss.

Monowheel

Roughly halfway through the game you gain access to the monowheel after completing a quest in Honeysday. From that point on, you can use the Call Whistle from your inventory to summon the monowheel and ride around Filgaia.



-NOTE- The monowheel is certainly faster than walking or running. Also, random encounters don’t occur while you’re riding around in the big wheel.

Asgard



Much later in the story, you gain access to the golem Asgard. You may have noticed areas of the world map that are inaccessible; basically they’re blocked by large obstacles (such as huge boulders) where Dean likely mused that

if he was a golem, he could smash his way through.

When Asgard is summoned, he can be used to travel Filgaia by walking or hovering. Asgard is also strong enough to punch through all the various obstacles that had previously prevented access to parts of the continents. Just get Asgard close enough to the obstacle and have him punch his way through it.

-NOTE- Random encounters do occur while using Asgard to travel around Filgaia—unlike when you’re using the monowheel. Given his strength and power, they’re often one-sided battles in your favor.

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You can use Asgard's hover mode to cross areas of shallow water, providing access to otherwise inaccessible areas.



★ ACTIVE FIELD ★

Environmental Interactions

When you're out exploring the wide open spaces of Filgaia, or exploring dungeons and towns (these are all active fields as opposed to battle fields), you'll come across many different elements and features that Dean interacts with. In the following sections, we outline the various things to look out for while exploring.

Breakable Barriers

When you find areas of the world map where it looks like you should be able to get through, get close enough with Dean or Asgard to examine the blockage. This action tells you whether the blockage—usually large rocks—can be destroyed to allow access into the regions beyond. Areas of each continent are closed off until you get Asgard. Don't worry. You can eventually access those regions and collect all the valuable goods on the other side!



There are also breakable objects located around the world map that hide treasure! These locations are marked on the continental maps in the Tour of Filgaia chapter so that when you gain access to Asgard you can go and collect them all!



Black Market



In the big city, deals are made in dark alleys, out of sight of the authorities. In Laila Belle, you eventually gain access to the Black Market in the Golem Hunter's Guild.

When you discover this valuable secret later in the story, you'll be able to obtain items that aren't commonly sold in shops or by traveling merchants.

The Black Market operates in a very devious way however, and the currency used is your characters' levels, so choose wisely when considering your purchases!

The complete list of Black Market inventory is viewable in the Compendium appendix.



Bridges



Every so often in several dungeons, you find upright drawbridges across gaping chasms. You must lower the bridges before being able to access the areas beyond. Look for the wheel with the handle on it, near the base of the drawbridge, that controls raising and lowering the bridge. After grabbing hold of the wheel, rotate the left **ANALOG** clockwise or counterclockwise to raise or lower the bridge.

NOTE Several different types of handles turn the same way as bridge handles. They could be on cranks, or wheeled handles that turn entire rooms.

Compass

Refer to your compass often while exploring Filgaia. It not only tells you if you're going in the right direction, but it also acts similar to radar. Dungeon entrances and towns also appear on your compass as colored waypoints; even save points are displayed.



Much later in the game, you get access to a Sonar Kit that helps you find hidden items. Anything hidden, such as a hidden chest, appears on the radar as a yellow dot. Just approach the dot and perform a search to make the object visible. This gives you a huge advantage when you're seeking all the hidden treasures across the land. At that point, you don't have to guess and hit search all the time, or locate items through the coordinate system.

One of the final bosses, Lycanthrope, in the hidden dungeon Cocytus, has the Sonar Kit. You can postpone collecting many hidden treasures until this point, at which time your efforts become much more efficient.



Control Panels and Displays



In more technologically advanced areas, you sometimes find unusual control panels and displays. These features are examined and interacted with in the usual ways, but they commonly provide valuable information regarding the story and may even trigger events.

Whenever you come across these displays, be sure to consider the information they contain.

Crates and Blocks

Several different types of crates and blocks appear throughout dungeons. Normal wooden boxes can be destroyed with bullets and fire or frozen solid with Freeze Rays.



But there are also explosive crates, already frozen boxes that must be heated up to interact with, or previously moving blocks that are frozen: these are often components in dungeon puzzles. Sometimes to move one block you must destroy one beside it carefully, or unfreeze a block to be able to move it onto a nearby door switch.

Later on you find fan blocks that create a wind to power windmill door switches, and blocks with handles that can be latched onto with the Anchor Hook ARM upgrade cartridge.

NOTE The use or purposes of any given block type is associated with either its nearby environment or one of Dean's ARM upgrades.

Door Switches

Most door switches may look similar, but the ways you interact with them often change. Some switches you only have to step on to open a door, some you need to stand on or place something on the switch to keep it down.



In some areas, you find crates nearby, which is almost a sure sign that you must drag them onto the switches to keep the door open. Sometimes you may find switches in very unusual places, so be sure to check a room thoroughly. There are even switches at the top of some poles at the very top of tall rooms that you normally would have trouble spotting: in those cases you must climb the pole and hit the switch with Dean's head.

Keep in mind that you may not always be able to access a switch directly, so you must be creative in activating it. It could possibly be shot at from a distance with one type of Dean's bullets, or in the case of the Desecrated Shrine there is a very entertaining and combustible way of activating nearby switches.

Torches may not be for just providing illumination; often in dungeons they control nearby doors and must be shot with various bullet types to activate.

There are even wind vane or fan-like switches that need wind to spin them, thus opening nearby doors.



Dungeon Maps



After you've received the Dungeon Viewer near the beginning of the story, you can display all of the maps for the dungeon you're currently in by pressing **START**.

Flip between the pages and keep track of your progress; the maps also help this task by placing icons on the maps for locations you've already visited and those you've yet to explore.

-NOTE- All dungeons are broken up into numbered areas that refer directly to our labeled dungeon maps. To make it even easier to keep track of where you are, the game screen's lower left corner always displays your current area (as long as you're inside a dungeon).

Memory Birds



In every town, there is a Memory Bird on a perch. This is your local save point (as opposed to the ones you find in dungeons or out in the wilderness).

Memory Birds don't just save your game though, they can help you modify your ARM with the Dragon Fossils you've collected. They also give you hints as to what your next story objective is in case you forget.

Parrots and Neutrino Medals

There are other birds scattered around Filgaia that you'll meet soon enough—the Red-Cheeked Parrots. These birds are part of an optional sidequest, so we just cover them briefly here. You find your first parrot in the Golem Hunter's Guild in Laila Belle. It rests on a perch much like the Memory Birds.



Essentially the parrots are collecting these shiny objects known as Neutrino Medals. The medals are scattered around Filgaia in craftily hidden locations, but they always give off the telltale white starry glint of treasure. You must examine the glint to collect the medal and then present it to the parrots.

We cover the sidequest in more detail in the Tour of Filgaia chapter.

Neutrino Medals are collected throughout the game but are specific to one sidequest—the rewards given by the parrots are well worth the small time investment it takes to collect the medals.



NPCs



It's always a good idea to talk with the locals; you never know what you're going to find out. Sometimes talking to a resident is the only way to cue a certain event, so you must keep track of who you've spoken to.

Some special features become unlocked after certain points in the game and are accessed through NPCs only. For instance, there is the man in Mithysmere who, after you complete a quest to save a little girl, offers his assistance in synthesizing custom badges, for a reasonable price—and he's the only person in Filgaia that can do this!

As the story progresses, talking to certain NPCs (who we've identified in the Tour of Filgaia chapter) will initiate optional sidequests. It's up to you whether or not to complete their objectives: some are very brief and some are very involved and time consuming.

Poles and Ladders



While exploring dungeons, you're bound to find ladders leading to upper levels and poles that can be climbed to access high areas, get over locked gates, jump to higher poles, even access door switches that are stuck to the ceiling. When you find either poles or ladders, be sure to explore the areas they lead to, as they're usually there for a specific purpose: either collecting treasure or getting to the next part of the dungeon.

Puzzle Boxes



Later in the game, you learn that there are puzzles scattered throughout the lands. When these puzzles are solved they provide a certain treasure. If you manage to solve all of the puzzles, you're awarded with valuable items. Once you get the opportunity, this is a very good way to improve your party's strengths by getting a collection of free and powerful items.

Puzzle boxes are covered extensively in the Tour of Filgaia chapter with the rest of the optional content.

Route Trackers



Exploring the dungeons of Filgaia is sometimes confusing when trying to keep track of where you are, where you've been, and where you need to go. Thankfully route trackers are built into the maps and can be toggled off and on by pressing **[SELECT]**.

It is highly recommended that you keep route trackers turned on to keep your exploring efforts as efficient as possible.

Save Points



Regular save points are lit on the ground with a bright green light. In dungeons they can be generally anywhere in easily accessible areas, but some are a long way inside.

Outdoors, you find similar save points marked with large stone megaliths. The megaliths can be seen from a long way off, so you should have no trouble finding them when you need to save your progress.

Sealed Crystals



Hidden across Filgaia in secret locations are large, mystical crystals. Contained within each crystal is the essence of a powerful adversary. These locations are marked on the relevant maps in the Main Story and Tour

of Filgaia chapters, but the creature inside should never be taken lightly, for the battles that await you are the likes of which you've never seen before.

Fortunately, access to these crystals and the battles therein are restricted to adventurers who have journeyed far across Filgaia and collected the Duel Sign ARM upgrade, which allows you to challenge hidden foes to battle, including the ones in the Sealed Crystals that are found in the dungeons.

Not only that, but by the time you can access these battles, your characters should be sufficiently leveled up so that the party can last at least a few rounds with these terrible beasts. Some bosses are so powerful that you may not want to face them until very near the end of the story.

There are other hidden crystals out in the world of Filgaia that can only be accessed by Asgard. Asgard can punch these Sealed Crystals to break them open and challenge the boss within.

NOTE Sealed Crystals in dungeons are accessible only with the Duel Sign ARM upgrade found near the end of the story.

Shops and Traveling Merchants



You'll find an immense collection of items throughout your travels, but when you're in a pinch and have some extra Gella kicking around, visit the local shops located in each town. There you find an increasing (as the story unfolds) number and selection of useful items.

Traveling merchants are similar to shops, but they're accessed through a single NPC standing out in the wilderness, commonly along the paths leading far away from town. The added convenience of having access to comparable inventories is a great thing during your wilderness excursions.

Sol Niger



Twenty-five ominous blackish orbs are scattered across the lands, corrupted by dark magic. When you discover one, you can attempt to purify the corruption within by challenging the presence inside to battle. These battles get progressively more difficult with the more Sol Nigers found. If you purify all of them across Filgaia, great power is your reward!

Once purified, the freshly gleaming Sol Niger offers powerful healing magic to your entire party and allows the user to turn random encounters ON/OFF for the current area or dungeon by pressing [R2].

NOTE Sol Nigers are part of an optional sidequest that is covered in the Tour of Filgaia chapter.

Torches

Not simply for providing illumination, torches increasingly become used as alternative types of switches for doors and later on floating platforms as well. Early in the game you find unlit torches that can't be interacted with until you gain access to Dean's Fire Bullets. Once lit however, the torches activate nearby doors, swinging them wide open and allowing access to further areas of the dungeon.

That being said, sometimes more complicated arrangements of torches exist in dungeons that are akin to puzzles. They must be lit (or even extinguished with Freeze Ray) to open a doorway; this is often hinted at by a nearby wall mosaic. Pay close attention to your surroundings anytime you find unlit torches for clues on how to activate the secrets they hide.



NOTE In a few places, you find floating platforms. Igniting a torch switch sends the platform in one direction while extinguishing it with Freeze Ray sends it back the other way.

Pick-ups

Pick-ups are widely varied in the game. All kinds of things can be collected and carried around, from quest items to various types of healing fruit and all sorts of battle equipment. We cover the major types here. Anything that is more battle-related is covered in the Combat chapter.

Berry Trees

Filgaia is a magical and productive landscape. While you're out exploring the world, take special note at the types of berry trees you find. Much like fruit trees, berry trees produce a continually re-growing crop but at a much faster rate.



Several types of berry trees exist in Filgaia. Early in the story, the areas you have access to only grow Heal Berries, but soon you'll see Potion Berry trees, and then Mega Berry trees, and Holy Berry trees. These berries heal increasingly significant amounts of HP damage that your party incurs in battle and are worth their weight in gold.

NOTE Berry trees can be picked once every hour. Tree locations are noted in the Tour of Filgaia maps so you can easily revisit them to harvest their precious fruits.

Somewhere in Filgaia, a secret tree is known to grow LVL Apples!

TIP

Chests



Treasure comes in several forms, but the trusty old chest is a sure indicator that something worthwhile is hidden away inside (with the rare exception of a chest that is actually a Mimic!).

Open regular chests by examining them, or by shooting the chest with Dean's ARMs (when in a dungeon).

However, blue locked chests that usually contain more valuable treasures must be opened with a Duplicator. Duplicators can't usually be bought; you must find and collect them during your adventures.

There are also rare, chained, blue chests, which not even a Duplicator will open. Much later in the story, when you get the Power Shot Bullets for Dean's ARM, he can blast the chains off and open the chests to retrieve the precious items inside.

Occasionally in dungeons, when the story prompts you to leave, there may have been several unclaimed treasures that you must return for when you collect the right gear. Always refer to the treasure summary tables at the beginning of every dungeon section to track how much you've collected and decide if you want to go back for them later.

In rare occasions, chained chests are conveniently located next to an explosive crate. Move the crate close to the chest and blow it up by shooting it to break the chains and collect the treasure inside!



Duplicators can actually be bought from the Black Market in Laila Belle once you gain access to it, but they're very expensive!



Field Items



Many things collected during your adventures are considered field items. Your interactions with your collected field items vary depending on their ultimate purpose.

Quest items are fairly dormant. They sit in your inventory until something in the story happens and they're altered or removed entirely.

Select field items can be used from the Item menu. For example, using the Tent while wandering around in the world allows the party to camp and heal (replenishes HP and MP).

Some field items are one use only, such as the 20 Level Apple (very rare), which if found, can instantaneously increase a character's level by 20. But other items remain in your inventory to be used over and over, such as the Call Whistle that summons your monowheel to travel around Filgaia.

Other items, such as battle items and golem parts, are covered elsewhere in this guide.

Gella



Gella is the name of the currency used in Filgaia. It's found lying around in dungeons, or hidden in breakable objects such as barrels, chests, sacks, and pottery.

Gella are sometimes arranged in dungeons so that they point you toward a goal, so pay attention to the areas they lead you to. Sometimes they're just scattered randomly as well. If there is a noteworthy feature in the area of Gella, we note it for you.

Gella bags are sometimes hidden within environmental objects that can be destroyed by sliding into them, or shot with Dean's ARM from a distance.

Collect all the Gella you can find to purchase more powerful items from shops and traveling merchants. You can also sell unused items to these merchants to gain more Gella than you'd find lying around.



MP Orbs



MP Orbs are invisible objects scattered around the dungeons that can be locked onto with Dean's ARM. It's possible to find them by chance, but once you have the Detector cartridge upgrade, you can use it to make the

orbs visible. Once visible, they appear floating in the air above Dean as purple crystals.

Each crystal shot regenerates five percent of your MP, so collect them as frequently as possible. This way, your MP is high when you enter your next battle.

Travel Guides



Travel guides are books describing various features of Filgaia or gameplay elements. While the guides contain valuable information, you don't need to purchase them because you have this book! The full content

of these travel guides appears in the inventory appendices.

✪ USING DEAN'S ARMS ✪



Dean's ARMs are what enable him to explore dungeons effectively, giving him access to many different puzzle solving capabilities.

Throughout the story you'll access all the different ARM cartridge upgrades, but it's very

important to note that until you get certain upgrades, you'll have to skip parts of many dungeons because they remain inaccessible until you have the right tools.

Any hidden or inaccessible areas are noted in the "Return to..." sections of applicable dungeons found through the story walkthrough.

ARM Cartridge Upgrades	
Cartridge Name	Description
Standard Bullet	Regular bullet you get near the beginning of the story. They break blocks and activate switches from a distance. They also activate orb switches by breaking through the outer casing and turning them orange.
Fire Bullet	Lights things on fire (torches, Gobs etc.) but can also thaw out frozen objects and allow them to be moved. Fire bullets also turn white orbs red/orange.
Freeze Ray	Freezes blocks and enemies (and locks them in place), extinguishes flames, freezes water, and turns white orbs blue.
Power Shot	Missile-type bullet that's used to blow up weak doors, blocked passages, boulders, and chained chests. It can also remotely move blocks toward their objective locations.
Detector	A special cartridge that allows you to see invisible or hidden objects including treasures, concealed foes (such as Mimics and Imitators), MP Orbs, door switches, invisible bridges, or steps leading to hard-to-reach areas in dungeons.
Anchor Hook	Used on specific anchor orbs that are floating in the air to allow movement into areas across gaps. Certain types of blocks with handles can be anchored onto as well.
Duel Sign	The final bullet type shoots out a duel signal that attracts monsters. Can be used randomly only when encounter is ON. Otherwise the Duel Sign only allows you to challenge the trapped bosses in Sealed Crystals.

Charging a Fire Bullet before firing it makes the bullet travel much faster. This is valuable when several items, such as torches, need to be lit within a brief amount of time.



If a Detector shot reveals a red triangle as opposed to a blue triangle around a treasure chest, prepare for battle! A Mimic or Imitator is pretending to be a chest to lure you into an ambush!



ARM Modifications

Dragon Fossils are valuable pick-ups that allow you to directly increase the power of all characters' ARMs in combat. These upgrades are combat specific and don't affect the dungeon exploring capabilities mentioned in the above section.



Each Dragon Fossil found gives you an extra level of improvement that you must decide how to allocate between one of three performance categories: attack power, magic power, and Force Point Bonus.

The potential gains achieved by upgrading your characters' ARMs can add up to significant battle benefits, so never neglect ARM modifications, which are performed at either save points or Memory Birds.

-NOTE- Each Dragon Fossil found allows you to increase *each* character's ARM by one of the three upgrade levels: not just one character's ARM.



COMBAT

★ THE BATTLEFIELD ★

HEX Layout

The battlefield is always composed of seven HEXes. The alignment of the HEXes changes often across your battles to provide varying challenges and force you and your party to be flexible in your strategies and movements.



At the start of a battle, your party and the enemies you're facing are scattered across the battlefield. You must assess both the field and everyone's positions and decide quickly where you'll make your first stand.



Blocked HEXes

During various battles, you find that some of the HEXes are blocked by obstacles such as large rock statues. These HEXes are inaccessible during the fight and force you to mix up your strategies and movements.

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HEX Status Effects

During a battle, offensive and defensive commands that affect a specific HEX can be used. These status effects stick to the HEX regardless of whether someone is in it or not. For example, you can cast Disease status on a HEX and anyone in it is affected, but once they move to another HEX they'll be unaffected. In this instance, the HEX effect must be dispelled or cured with Medicine or any further persons entering that HEX will take damage.

HEX effects have limited durations of 15 battle turns (including both your party's and the enemies'), but because many magical commands are issued as a battle continues, the field can become temporarily littered with affected HEXes exhibiting a variety of beneficial or detrimental effects. Always check the HEX status before you move to a new location!



NOTE Any spell, battle item, command, etc., usually has a target HEX, and you must be familiar with varying combinations of target HEXes, including: Enemy HEX, Ally HEX, Enemy/Ally HEX, Straight Line HEXes, Adjacent HEXes, Any HEX. Memorize which of your spells target which HEXes, so you know at a glance who you can affect.

Ley Points



Ley points are random HEXes on a battlefield that exhibit one of the four elemental characteristics of fire, water, earth, and wind. Keep in mind that earth and wind are opposites, as are water and fire. Use this to your advantage

during battle. As an example, let's say Dean is standing on an earth ley point. Any damage he takes from earth-based attacks will be reduced. However, he'll take extra damage from the opposite element—wind. So play it smart and be careful when making use of ley points and their natural opposites!

If you use a fire-elemental attack while standing on the fire ley point, you'll get an additional power boost from the ley point that increases damage by 50 percent! Matching up and "stacking" elemental attacks with ley point bonuses can be a real boon in battle. But watch out—enemies' attacks get the same power boost if they're on ley points, too! Be careful when fighting enemies that use elemental attacks.

Effectively "stacking" or combining attacks such

as the fire example above on top of the proper ley point can often be the key to obliterating opponents with very specific weaknesses. Always look for an enemy's one major weakness and exploit it with these tactics whenever possible!



- Fire Ley Points = Red
- Water Ley Points = Blue
- Wind Ley Points = Green
- Earth Ley Points = Yellow

**WILD
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Attacking enemies in opposite ley points raises the damage inflicted by 100%!!! For example, if you're in the fire LP and you cast Hi-Blast on an enemy in a regular HEX, it may do 1000 damage; however if that same enemy then steps into the water LP, casting the same spell would do 2000 damage!!! Use this key relationship between LPs to dramatically increase the damage your attacks do to your enemies, especially once your characters start accessing the higher-powered abilities later in the game.

TIP

COMBAT SYSTEM

Analyzing Enemies

Unless you've memorized all enemies' stats, your first battle move should be to use the Analyze command to assess your current adversaries' stats even (ideally) before the first attack is struck—don't waste a single turn by launching inefficient attacks.



Considering that victory is your ultimate concern in any battle, the most important information gained from analysis is discerning enemy weaknesses usually found in their elemental affinities (which dictate basic strengths and weaknesses; described in a further section below). Any enemy usually has at least one elemental weakness as a major chink in their proverbial armor. Are they immune to fire-based attacks? If so, you need to know this so you don't spend an entire battle using Fire Gems on them.

Use the enemy Tangrams to fine-tune strategy by learning which HEXes an enemy is capable of attacking (adjacent, straight line, etc.), then staying away from those HEXes.

TIP

Tangrams



enemies and their tactics. The second page contains the Tangram graphics and the list of available enemy actions.

Every enemy has an Algorithm Tangram, which is basically a graphic interpretation of their attack pattern. The Moon Medium allows the Observe ability, which gives you access to a second page when analyzing

In the Command box, you see a list of all the enemy's available commands. Selecting any of the commands displays the associated descriptive text so you know what the effects are. Next to the command list is the individual colored shape representing that specific selected command—a colored triangle of various sizes. The size of the triangle represents how significant a component that command is in the enemies' overall attack pattern.

Now look at the composite Tangram graphic itself. The numbers at the top represent the enemy's turns. For example, on the first turn, how much of the lit up section is occupied by one colored shape or another determines which move an enemy will execute during that turn. If turn 1 is occupied by the colored shape for a physical attack, you can be certain that's what is going to happen in the enemy's first round.

Once you learn to read the Tangrams, you can predict enemies' attacks before they execute them and keep your party one step ahead of them at all times.

In another example, if you look at turn 4 and see that there are three different command shapes in that column, there's approximately a 33 percent chance that the enemy will execute one of those commands; the difficulty arises in that you must guess which command it will be. Enemies with very complicated Tangrams are obviously more difficult to predict than simpler foes.

When an enemy Tangram reaches the last turn in the sequence, the entire series starts over again from turn 1.





Your character must have the Moon Medium equipped to be able to access the Tangrams page when using the Analyze command.

Evaluating Strengths and Weaknesses

Most enemies faced in Filgaia have at least one weakness against a specific element. Occasionally it's fairly easy to guess what it may be. For example, if you're being attacked by a fire elemental, it makes perfect sense that water-based attacks will do a lot of damage to your foe. It all has to do with elemental opposites: fire vs. water and wind vs. earth.

In light of elemental opposites, enemy's elemental weaknesses, your LP position, and an enemy's LP position, you must be aware of the following relationships to mitigate damage against your party and to cause maximum damage against your opponents:

Your LP Position		
You're In	You Take	You Take
Fire LP	Half damage from fire attacks	Double damage from water attacks
Water LP	Half damage from water attacks	Double damage from fire attacks
Wind LP	Half damage from wind attacks	Double damage from earth attacks
Earth LP	Half damage from earth attacks	Double damage from wind attacks

Enemy's LP Position		
Enemy Is In	It Takes	It Takes
Fire LP	Half damage from fire attacks	Double damage from water attacks
Water LP	Half damage from water attacks	Double damage from fire attacks
Wind LP	Half damage from wind attacks	Double damage from earth attacks
Earth LP	Half damage from earth attacks	Double damage from wind attacks



When you analyze enemy stats, specifically their elemental strengths or weaknesses, you'll see six different types as described below:

Type	Frequency	Description
Resist	Common	This element has no effect on the enemy.
Weak	Common	This element causes double damage to the enemy.
Halved	Common	This element causes only half potential damage.
Absorb	Uncommon	The potential damage incurred by the enemy is instead absorbed as HP (in other words it heals the enemy).
Fatal	Rare	This element causes instant death to the enemy.
Active	Rare	The potential damage incurred by the enemy is instead absorbed as HP (heals them) <i>and</i> puts the enemy into Detonation Mode!



Sometimes enemies' weaknesses are not so obvious. If it seems they're lacking an apparent chink in their elemental armor, have a look at their DEF and RES stats, which govern their levels of protection from physical or magical attacks. The lower of the two may indicate a subtle weakness against either type of attack.

If the stats don't give it away, experiment during battle between physical and magic attacks to see which does more damage. The results will likely be consistently high for the remainder of the battle.

Preparation Moves

Some enemies have incredibly powerful attacks that require one turn spent preparing. These are known as preparation moves. During a prep move, the enemy usually just stands in place and performs an apparently trivial action that doesn't cause any damage or have any observable effects.

Part of the analysis process is checking out the enemies' preparation moves to recognize them when occurring in combat. Whenever you see a prep move happening, it's time to take emergency action to counter it or get out of the way!

By examining the attack associated with the prep move, you'll know which action to take. It could be to heal the party, escape the targeted square, or even to cast preventative magic on the party to mitigate any potentially incoming damage if the enemy succeeds with its next big move.



Sometimes in battle you get a free turn when an enemy performs a non-action. It may just sneak about, scratch itself, or reflect on its day. These harmless actions (these are NOT preparation moves) allow you to capitalize on a free round and get back into offensive mode.

These non-actions are also listed with the commands on the enemy Tangrams page.

Event Battles

Event battles are no mere random encounters—they are battles that fate has determined you to encounter. Just as no one can run from their fate, neither can you turn aside from these battles. Of course, that makes the joy and thrill of winning them that much more intense. But did you know? Two items can increase that joy even further—the Lucky Card and the Gella Card. The Lucky Card doubles the experience you gain after battle, and the Gella Card doubles your Gella reward! Use them during event battles for a big payoff!

However, some of the event battles are almost impossible to win, so don't stress if you find yourself being taken out in one turn. They exist to further the storyline. When one occurs, analyze your opponents' stats to determine whether or not you have a chance at winning.

Taking Turns

At the beginning of a battle, some involved calculations occur based on a character's RFX statistic. The result determines when that character's turn is and how often he or she gets subsequent turns. These results are represented by the party members' (the three in the current battle) picture icons along the top of the screen in the Turn display. Along the Turn display, you also see your enemy's icons spaced between those of your characters, representing enemy turns. The order, from left to right, is the order in which turns occur during the battle.

-NOTE- The higher a character's RFX stat, the faster and more frequently that character gets a turn in combat.

Turn order is never set in stone however; it is affected by characters' DP and EP stats and is subject to change as these stats change during battle. The DP value affects your ability to knock back an enemy in its turn order. For example, if the third turn in a battle is the enemy's, and a player with a very high DP stat successfully attacks the enemy, its turn may be bumped back from the third turn to the fourth turn. This

allows you to execute additional attacks (and even better, higher chained attacks!) and gain extra turns to beat your foe into submission.

The EP stat is the character's ability to resist being knocked back in turns. A character with a low EP will frequently be bumped back in turn order, while a character with very high EP will hardly ever be bumped in turn order!

The relationship between an attacker's DP and the victim's EP ultimately determines the overall effect on turn order. Sometimes, these two stats cancel each other out, and you see no overall changes to turn order during the entire battle; such is the case when the attacker's DP is the same as the defender's EP stat.

-NOTE- A turn order calculation may resemble something like this:

Attacker's DP - Defender's EP = Effect on Turn Rate

The effects of an attacker's DP stat on a defender are cumulative over the course of a battle, making it possible to keep affecting the defender's turn rate throughout the course of the fight.



Movement

At the beginning of a character's turn, you can choose one of many options from where you currently stand or you can move to another HEX first. However, you can't act and then move! Most characters are allowed to move one HEX only in any direction from their starting position. Some equipped mediums allow a two HEX dash in a straight line, which affords a huge advantage in both offensive and defensive strategies.

Guarding

While moving into position into or out of combat is a large part of strategy, guarding is also a required skill. Not only does guarding during your turn reload your ARM's bullets, it gives you an opportunity to recover some MP and HP, and also contributes to filling your Force Gauge.

NOTE Guarding during a turn adds 8.2 Force Points to your character's Force Gauge.

Interpretation

Battle Stats

To get the most from your battle experience, you must learn to recognize the common terms and numbers that appear on screen while you're fighting. These occur in the form of colored numbers when physical or magical attacks are executed and should be read as follows:

Green Numbers A gain of HP or MP

Red Numbers A loss of HP in the form of double damage or weakness damage

Yellow Numbers Indicates active elemental damage; the enemy has an immunity to that type of attack; the numerical amount of potential damage is absorbed back as HP

Gray Numbers A loss of HP; damage is half of normal due to resistances

White Numbers A loss of HP or MP at normal levels

When attacking an enemy, red numbers are best and white numbers are acceptable, but gray, yellow, or green numbers mean you shouldn't repeat what you just did!

TIP

Attribute Stats

Stat	Description
ATK	The amount of damage caused by physical attacks
MAG	The amount of damage caused by magic attacks
DP	The ability to knock an opponent's turn back during battles
DEF	The strength of one's resistance to physical damage
RES	The strength of one's resistance to magic damage
EP	The strength of one's resistance to being knocked back in turn order during battles
HIT	Indicates the accuracy of attacks
EVA	Indicates ability to dodge incoming attacks
RFX	Determines personal speed and initial turn rate/order

Force Gauge and Force Points

Force Points are accumulated by various actions during combat, and as they reach certain levels, increasingly powerful abilities, skills, and Combination Arts become available for characters to use in battle.



The Force Gauge consists of two bars: a blue bar and a red bar, each with four segments. The blue bar tracks all of the individual actions that contribute to FP including:

- Attacking (+5.5 FP)
- Guarding (+8.2 FP)
- Being Attacked (+5 FP)
- Taking Damage (Damage amount/MAX HP x 25)
- Healing (+4.6 FP)

As more of these actions are taken, the blue bar continues to rise. Each time the blue bar hits the top (equal to 25 FP), it starts again from the bottom while filling one block of the red bar. The red bar indicates which force level you're on at the moment.

The red bar's segments each equal 25 FP, so you know at a glance how much you've got and how much you must spend if trying to use Force Abilities or Combination Arts.

Attacking

Critical Hits

When using the Attack/Shoot command, there's a chance you can deal extra damage to the enemy. This is known as a Critical Hit! Each character has a different chance of making a Critical Hit.

A character's Critical Hit chance is a base value, but through the use of badges, that base value can increase dramatically, and with a few different badges, you can almost guarantee that each attack made by a character during battle is a Critical Hit. Finding those badges is the hard part, but once you find them, you can turn any character into an incredibly powerful fighter.

Detonation Mode

Sometimes, a character in battle will be surrounded by a flaming blue aura. That means that he or she has entered Detonation Mode! Characters in Detonation Mode have all their stats raised—and on top of that, skills have a higher chance of succeeding, too! It's a chance to make a difference! But Detonation Mode isn't limited to just people—monsters can enter it as well! Be careful of monsters with a Detonation Mode aura!

NOTE Detonation Mode raises your characters' stats by adding their current level to all of their performance stats, including ATK, MAG, DP, DEF, RES, EP, HIT, EVA, and RFX.

It also significantly increases the chances of characters executing their personal skills, such as Rebecca's Continuous Shot skill.

Finest Arts

Finest Arts are basically strengthened Critical Hits—so if you increase a character's Critical Hit rate, their Finest Art rate goes up as well. If you use the Attack/Shoot command with the Punching Glove badge equipped, the character has a chance of performing a Finest Art!

-NOTE- If a character has a 10 percent chance of executing a Critical Hit, he or she may have a subsequent one percent chance that Critical Hit will be turned into its rare form: a Finest Art. They're not commonly seen, but when they do happen, they inflict impressive amounts of damage.

Equip both the Punching Glove badge and the Omega badge to turn all your character's regular attacks into Finest Arts and transform them into the ultimate fighting machine!



Combination Arts

Team up with a companion to release powerful Combination Arts! How do you learn them? 1) Both characters must be on the same HEX. 2) You need to have enough FP to perform the Art. 3) The characters have to be at a high enough level.



Combination Arts

Combo Art	Chars. in HEX	Total Char. Lvs. Req.	FP Required	Area of Effect	Attack Type	Dmg.	Special
Javelin Bullet	Dean, Avril	10	25	Straight Line HEXes	Physical	145	—
Trigger Rondo	Dean, Rebecca	20	25	All Adjacent HEXes	Physical	160	—
Lightning Fang	Dean, Greg	35	25	Any HEX	Physical	215	Strong VS. Golems
Symphonic Rain	Dean, Carol	50	25	All Adjacent HEXes	Physical	170	—
End Revolver	Dean, Chuck	65	50	Any HEX	Physical	260	—
Overhead Sorcery	Rebecca, Avril	15	25	All Adjacent HEXes	Magic	170	—
Corona Fall	Rebecca, Greg	40	50	Any HEX	Magic	295	—
Genocide Circus	Rebecca, Carol	55	50	All HEXes	Physical	190	—
Reflect Flower	Rebecca, Chuck	74	50	Any HEX	Physical	265	—
Heaven's Gate	Avril, Greg	30	50	All HEXes	Magic	195	—
Mysteltainn Zero	Avril, Carol	59	25	Straight Line HEXes	Magic	195	—
Gungir Effect	Greg, Carol	53	25	Any HEX	Magic	220	Strong VS. Flying Enemies
Judgement Heat	Greg, Chuck	77	50	Straight Line HEXes	Magic	240	—
Voltic Claw	Carol, Chuck	71	50	Straight Line HEXes	Physical	220	Strong VS. Golem Types
Crime Garden	Chuck, Avril	68	25	All HEXes	Magic	130	—

Combination Arts that are cast from a HEX with Hyper status are increased in power.



-NOTE- Combination Arts are not equally effective against all enemies. They usually work quite well against regular foes, but some bosses are hit and miss; you'll find some bosses are mostly immune to Combination Arts damage, so it will take some experimentation to find what works best.

Dean and Greg have Combination Arts that are more effective against golems than regular attacks.



Instant Death

Very rarely you'll have the misfortune of running into an enemy who possesses an attack type that causes instant death!

If you're hit with an instant death attack, you'll fall no matter how many HP you have left! To prevent this from happening, equip the Holy Grail badge!



NOTE

Be very cautious when facing off against these opponents who possess instant death attacks:

- Amplifier
- Assassin Force
- Ayperos
- Azhi Dahaka (united Black)
- Azhi Dahaka (united Yellow)
- Beelzebub
- Betelgeuse
- Black Buzzard
- Chaos Champion (1)
- Chaos Champion (2)
- Chaos Champion (3)
- Cockatrice
- Creeping Chaos
- Earth Lizard
- Egregori
- Fereydoon
- Garyugossa
- Gillmore
- Haborym
- Ice Queen Avril (2nd time)
- Ichthyotiger
- Imitator (1)
- Imitator (2)
- Jupilasect
- Kartikeya (3rd time)
- Land Anemone
- Legio Volsung (Physical, 2nd time)
- Necrophore
- Ragu O Ragla
- Sol Niger #16
- Sol Niger #18
- Sol Niger #26
- Stealth Stalker
- Veruni Knight
- Veruni Soldier (2)
- Volsung (Fake, bare hand)
- Vorrac
- Zkauba
- Zolinge

Counterattacks

When you get hit with a physical attack, there's a chance you can counterattack! And not just against the attacker—every enemy in the same HEX as the attacker gets hit!

Equipping certain badges can dramatically affect your base rate of counterattacking. This is a highly valuable skill in that you get extra attacks on your enemies without having to wait until your turn in battle!

You should make every effort to improve your characters' countering skills.

NOTE

Grow Apple

The monster Grow Apple appears rarely in random encounters. The more damage you deal it in your killing blow, the more experience you'll receive after battle!

Chain Bonuses

When characters on one side of the battle take turns in a row without being interrupted by their opponents, that side gets a chain bonus. Chain bonuses increase both damage and recovery amounts! Not only that, but all party members get an experience bonus based on the longest chain made during battle, too! The more you chain, the more you earn!

Chain bonuses are highly valuable in combat. To maximize the benefits, try to spot upcoming chains in the turn order and use high-powered attacks during the chain to make your enemies pay dearly!

TIP

Attack Reflection

Some rare enemies can reflect attacks (and all the potential damage) back on your attacking characters. There are two types of attack reflection: physical and magical.

Never physically attack enemies with the Reflect Physical status! Use magic to damage them instead! Of course, some enemies can't be damaged with physical attacks; some are especially strong with physical attacks, and so on.

Never use magic on enemies with the Reflect Magic status! Use your ARM and attack, attack, attack! Of course, some enemies can't be damaged with magic attacks; some are especially strong with magic attacks, and so on.

Support Enemies

Some monsters have the Assistance attribute. These monsters can strengthen their allies just by being in the same HEX! The important thing is to keep them separate. If they happen to clump together—that's what Isolate is for! And if you add Shut Out on top, you'll have nothing to fear!

Swapping Members



Swapping members allows you to change up the three characters you've got in a battle. If someone is gravely injured, sub them out for someone fresher. A swap is considered a full turn, so the person coming into battle

must wait until his or her next turn and cannot act on the swap round. Swapping is done via some outside HEXes; it's labeled Escape HEX if you can leave from the HEX you've selected during battle. During the swap, a list pops up displaying which characters can be switched into the battle. On the next turn, the swapped-in member is ready to go.

MEDIUMS



Types of Benefits

Mediums are impressive mystical tools tied into the natural forces of Filgaia. Rumored to have been created by the legendary Ice Queen herself, mediums grant their users amazing powers in various categories including: Original Commands, Force Abilities, passive personal skills, and level-based bonuses.

Original Commands and Force Abilities require the consumption of MP (Magic Points) or FP (Force Points) respectively. However, passive abilities are automatic and always activated in battle. Level-based bonuses are passive bonuses as well.

In the following sections we detail all of the stats and abilities for the six mediums found in the game.

Medium choice depends highly on the role you want your characters to play in battle. The mediums and their general roles are identified below:

Mediums for Dominant Roles

Medium Name	Dominant Role
Luck	Battle Support
Moon	Battle Support
Mountain	Protecting Allies
Sea	Healing
Sky	Magic Attacks
Sword	Physical Attacks

Medium Rankings



From our experience throughout the game we ranked the mediums according to powers and overall usefulness. This completely subjective list is ranked from best (1) to worst (6):

1. Sword
2. Sky
3. Sea
4. Moon
5. Mountain
6. Luck

You would do very well throughout Story mode if you equip your six party members with two Sword Mediums, two Sky Mediums, a Sea Medium, and a Moon Medium.

Luck Medium

Increases RFX and HIT. Provides abilities for stealing items from enemies: Item Steal, FP Advantage, etc.

Medium Bonuses by Level Gained

Skill Name	Type	Level Gained	Description	Target
RFX/HIT Bonus	Level Bonus	1	Adds a level-based bonus to RFX and HIT	—
Item Steal	Original Command (Physical)	2	Steals an item from the target	Enemy HEX (Adjacent)
FP Advantage	Passive Skills	4	Adds Force Points at the start of a battle	—
Mystic	Force Abilities	8	Extends an item's effect to all HEXes	—
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Fragile	Original Command (Magic)	12	Adds DEF/RES Down status to the HEX	Ally/Enemy HEX (Any)
Gella Up	Passive Skills	15	Increases the amount of Gella obtained from battle	—
Sonic Vision	Force Abilities	18	Guarantees a Critical Hit for the Attack/Shoot command	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Slow Down	Original Command (Magic)	25	Adds RFX/EVA Down status to the HEX	Ally/Enemy HEX (Any)
Ley RFX Up	Passive Skills	30	Adds a +25 bonus to RFX when the character is on a ley point	—
MP Charge	Force Abilities	35	Restores MP, Power: 50	Ally HEX (Any)
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Life Drain	Original Command (Magic)	50	Absorbs HP	Enemy HEX (Any)
Experience Up	Passive Skills	60	Increases the amount of experience gained from battle	—
Chapapanga	Force Abilities	70	Powerful physical attack. Defeated enemies are turned into items.	Enemy HEX (Any)
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Rare Steal	Original Command (Physical)	90	Steals a rare item from the target	Enemy HEX (Adjacent)
Ley HIT Up	Passive Skills	100	Adds a +25 bonus to HIT when the character is on a ley point	—

Medium Bonuses by Type and Level Gained

Skill Name	Type	Level Gained	Description	Target
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Mystic	Force Abilities	8	Extends an item's effect to all HEXes	—
Sonic Vision	Force Abilities	18	Guarantees a Critical Hit for the Attack/Shoot command	—
MP Charge	Force Abilities	35	Restores MP, Power: 50	Ally HEX (Any)
Chapapanga	Force Abilities	70	Powerful physical attack. Defeated enemies are turned into items.	Enemy HEX (Any)
RFX/HIT Bonus	Level Bonus	1	Adds a level-based bonus to RFX and HIT	—
Fragile	Original Command (Magic)	12	Adds DEF/RES Down status to the HEX	Ally/Enemy HEX (Any)
Slow Down	Original Command (Magic)	25	Adds RFX/EVA Down status to the HEX	Ally/Enemy HEX (Any)
Life Drain	Original Command (Magic)	50	Absorbs HP	Enemy HEX (Any)
Item Steal	Original Command (Physical)	2	Steals an item from the target	Enemy HEX (Adjacent)
Rare Steal	Original Command (Physical)	90	Steals a rare item from the target	Enemy HEX (Adjacent)
FP Advantage	Passive Skills	4	Adds Force Points at the start of a battle	—
Gella Up	Passive Skills	15	Increases the amount of Gella obtained from battle	—
Ley RFX Up	Passive Skills	30	Adds a +25 bonus to RFX when the character is on a ley point	—
Experience Up	Passive Skills	60	Increases the amount of experience gained from battle	—
Ley HIT Up	Passive Skills	100	Adds a +25 bonus to HIT when the character is on a ley point	—

Moon Medium

Increases RFX and EVA. Provides battle support abilities: Dispel, Observe, etc.

Medium Bonuses by Level Gained

Skill Name	Type	Level Gained	Description	Target
RFX/EVA Bonus	Level Bonus	1	Adds a level-based bonus to RFX and EVA	—
Dispel	Original Command (Magic)	2	Cancels all effects placed on the HEX	Ally/Enemy HEX (Any)
Observe	Passive Skills	4	Provides more detailed information on enemies when using the Analyze command	—
Ley Change	Force Abilities	8	Changes the elements of all ley points	—
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Replace	Original Command (Magic)	12	Trades places with the occupant(s) of the target HEX	Ally/Enemy HEX (Any)
Status Lock	Passive Skills	15	Makes the character invulnerable to all negative HEX status effects	—
Invincible	Force Abilities	18	Adds Invincible status to the HEX until the next ally turn	User's HEX
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Gather	Original Command (Magic)	25	Gathers all allies or enemies into the same HEX	Ally/Enemy HEX (Any)
Ley RFX Up	Passive Skills	30	Adds a +25 bonus to RFX when the character is on a ley point	—
Intrude	Force Abilities	35	Allows for two consecutive actions	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Isolate	Original Command (Magic)	50	Characters in the target HEX are moved randomly	Ally/Enemy HEX (Any)
HEX Cleaner	Passive Skills	60	Cancels any negative HEX status effects when moving into a HEX	—
Celesdue	Force Abilities	70	Adds All Stats Down status to the HEX	Enemy HEX (All)
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Land Steal	Original Command (Magic)	90	Moves all status effects on the target HEX to the user's HEX	Enemy HEX (Any)
Ley EVA Up	Passive Skills	100	Adds a +25 bonus to EVA when the character is on a ley point	—

Medium Bonuses by Type and Level Gained

Skill Name	Type	Level Gained	Description	Target
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Ley Change	Force Abilities	8	Changes the elements of all ley points	—
Invincible	Force Abilities	18	Adds Invincible status to the HEX until the next ally turn	User's HEX
Intrude	Force Abilities	35	Allows for two consecutive actions	—
Celestue	Force Abilities	70	Adds All Stats Down status to the HEX	Enemy HEX (All)
RFX/EVA Bonus	Level Bonus	1	Adds a level-based bonus to RFX and EVA	—
Dispel	Original Command (Magic)	2	Cancels all effects placed on the HEX	Ally/Enemy HEX (Any)
Replace	Original Command (Magic)	12	Trades places with the occupant(s) of the target HEX	Ally/Enemy HEX (Any)
Gather	Original Command (Magic)	25	Gathers all allies or enemies into the same HEX	Ally/Enemy HEX (Any)
Isolate	Original Command (Magic)	50	Characters in the target HEX are moved randomly	Ally/Enemy HEX (Any)
Land Steal	Original Command (Magic)	90	Moves all status effects on the target HEX to the user's HEX	Enemy HEX (Any)
Observe	Passive Skills	4	Provides more detailed information on enemies when using the Analyze command	—
Status Lock	Passive Skills	15	Makes the character invulnerable to all negative HEX status effects	—
Ley RFX Up	Passive Skills	30	Adds a +25 bonus to RFX when the character is on a ley point	—
HEX Cleaner	Passive Skills	60	Cancels any negative HEX status effects when moving into a HEX	—
Ley EVA Up	Passive Skills	100	Adds a +25 bonus to EVA when the character is on a ley point	—

Mountain Medium

Increases HP and DEF. Provides abilities for protecting allies: Protect, Defender, etc.

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Medium Bonuses by Level Gained

Skill Name	Type	Level Gained	Description	Target
HP/DEF Bonus	Level Bonus	1	Adds a level-based bonus to HP and DEF	—
Protect	Original Command (Magic)	2	Adds "DEF/RES Up" status to the HEX	Ally/Enemy HEX (Any)
Defender	Passive Skills	4	Randomly guards allies in the same HEX from enemy attacks	—
Mystic	Force Abilities	8	Extends an item's effects to all HEXes	—
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Turn Shift	Original Command (Magic)	12	Allows the ally with the next turn to act immediately	User
Blocker	Passive Skills	15	Randomly nullifies physical attacks	—
Invincible	Force Abilities	18	Adds "Invincible" status to the HEX until the next ally turn	User's HEX
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Shut Out	Original Command (Magic)	25	Adds "Locked" status to the HEX	Ally/Enemy HEX (Any)
Ley HP Regen	Passive Skills	30	Recovers HP when the character's turn starts on a ley point	—
Critical Heal	Force Abilities	35	Restores HP to maximum	Ally HEX (Any)
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Reinforce	Original Command (Magic)	50	Adds "FP Gain Up" status to the HEX	Ally/Enemy HEX (Any)
Retaliate	Passive Skills	60	Randomly reflects physical attacks back to the attacker without taking damage	—
Dinoginos	Force Abilities	70	Adds "All Stats Up" status to the HEX	Ally HEX (All)
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Regenerate	Original Command (Magic)	90	Adds "HP Recovery" status to HEX	Ally/Enemy HEX (Any)
Ley DEF Up	Passive Skills	100	Adds +25 bonus to DEF when the character is on a ley point	—

Medium Bonuses by Type and Level Gained

Skill Name	Type	Level Gained	Description	Target
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Mystic	Force Abilities	8	Extends an item's effects to all HEXes	—
Invincible	Force Abilities	18	Adds "Invincible" status to the HEX until the next ally turn	User's HEX
Critical Heal	Force Abilities	35	Restores HP to maximum	Ally HEX (Any)
Dinoginos	Force Abilities	70	Adds "All Stats Up" status to the HEX	Ally HEX (All)
HP/DEF Bonus	Level Bonus	1	Adds a level-based bonus to HP and DEF	—
Protect	Original Command (Magic)	2	Adds "DEF/RES Up" status to the HEX	Ally/Enemy HEX (Any)
Turn Shift	Original Command (Magic)	12	Allows the ally with the next turn to act immediately	User
Shut Out	Original Command (Magic)	25	Adds "Locked" status to the HEX	Ally/Enemy HEX (Any)
Reinforce	Original Command (Magic)	50	Adds "FP Gain Up" status to the HEX	Ally/Enemy HEX (Any)
Regenerate	Original Command (Magic)	90	Adds "HP Recovery" status to HEX	Ally/Enemy HEX (Any)
Defender	Passive Skills	4	Randomly guards allies in the same HEX from enemy attacks	—
Blocker	Passive Skills	15	Randomly nullifies physical attacks	—
Ley HP Regen	Passive Skills	30	Recovers HP when the character's turn starts on a ley point	—
Retaliate	Passive Skills	60	Randomly reflects physical attacks back to the attacker without taking damage	—
Ley DEF Up	Passive Skills	100	Adds +25 bonus to DEF when the character is on a ley point	—

Sea Medium

Increases MP and RES. Provides healing abilities: Heal, Lifesaver, etc.

Medium Bonuses by Level Gained

Skill Name	Type	Level Gained	Description	Target
MP/RES Bonus	Level Bonus	1	Adds a level-based bonus to MP and RES	—
Heal	Original Command (Magic)	2	Restores HP, Power: 200	Ally HEX (Any)
Lifesaver	Passive Skills	4	Nullifies the instant-death component of all instant death attacks	—
Jump	Force Abilities	8	Jump to another HEX and take all allies in the same HEX with you	Any unoccupied HEX
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Revive	Original Command (Magic)	12	Revives fallen allies	User's HEX
Crisis Action	Passive Skills	15	Allows an immediate action when any ally's HP is reduced to critical levels	—
Widespread	Force Abilities	18	Extends an Original Command's effect to all HEXes	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Hi-Heal	Original Command (Magic)	25	Restores HP, Power: 400	Ally HEX (Any)
Ley MP Regen	Passive Skills	30	Recovers MP when the character's turn starts on a ley point	—
Critical Heal	Force Abilities	35	Recovers HP to Maximum	Ally HEX (Any)
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
React Minus	Original Command (Magic)	50	Adds "DP/EP Down" status to the HEX	Ally/Enemy HEX (Any)
Double Healing	Passive Skills	60	Doubles the effect of recovery magic and items	—
Lucadia	Force Abilities	70	Restores HP to maximum, revives fallen allies, and cancels all negative HEX status effects	Ally HEX (All)
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Hi-Revive	Original Command (Magic)	90	Revives fallen allies with full HP	User's HEX
Ley RES Up	Passive Skills	100	Adds +25 bonus to RES when the character is on a ley point	—

Medium Bonuses by Type and Level Gained

Skill Name	Type	Level Gained	Description	Target
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Jump	Force Abilities	8	Jump to another HEX and take all allies in the same HEX with you	Any unoccupied HEX
Widespread	Force Abilities	18	Extends an Original Command's effect to all HEXes	—
Critical Heal	Force Abilities	35	Recovers HP to Maximum	Ally HEX (Any)
Lucadia	Force Abilities	70	Restores HP to maximum, revives fallen allies, and cancels all negative HEX status effects	Ally HEX (All)
MP/RES Bonus	Level Bonus	1	Adds a level-based bonus to MP and RES	—
Heal	Original Command (Magic)	2	Restores HP, Power: 200	Ally HEX (Any)
Revive	Original Command (Magic)	12	Revives fallen allies	User's HEX
Hi-Heal	Original Command (Magic)	25	Restores HP, Power: 400	Ally HEX (Any)
React Minus	Original Command (Magic)	50	Adds "DP/EP Down" status to the HEX	Ally/Enemy HEX (Any)
Hi-Revive	Original Command (Magic)	90	Revives fallen allies with full HP	User's HEX
Lifesaver	Passive Skills	4	Nullifies the instant-death component of all instant death attacks	—
Crisis Action	Passive Skills	15	Allows an immediate action when any ally's HP is reduced to critical levels	—
Ley MP Regen	Passive Skills	30	Recovers MP when the character's turn starts on a ley point	—
Double Healing	Passive Skills	60	Doubles the effect of recovery magic and items	—
Ley RES Up	Passive Skills	100	Adds +25 bonus to RES when the character is on a ley point	—

Sky Medium

Increases MP and MAG. Provides abilities for strengthening magic attacks: Blast, Gemstone, etc.

Medium Bonuses by Level Gained

Skill Name	Type	Level Gained	Description	Target
MP/MAG Bonus	Level Bonus	1	Adds a level-based bonus to MP and MAG	—
Blast	Original Command (Magic)	2	Magic Attack, Power: 175	Enemy HEX (Any)
Gemstone	Passive Skills	4	Turns enemies defeated by elemental attacks into gems of the same element	—
Ley Change	Force Abilities	8	Changes the elements of all ley points, following the order of: Water, Wind, Fire, Earth, Water, and so on	Ley point
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Absorb	Original Command (Magic)	12	Absorbs a target's MP	Enemy HEX (Any)
Magic Blocker	Passive Skills	15	Randomly nullifies magic attacks	—
Widespread	Force Abilities	18	Extends an Original Command's effect to all HEXes	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Hi-Blast	Original Command (Magic)	25	Magic Attack, Power: 215	Enemy HEX (Any)
Ley MP Regen	Passive Skills	30	Recovers MP when the character's turn starts in a ley point	—
MP Charge	Force Abilities	35	Restores MP, Power: 50	Ally HEX (Any)
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Extend	Original Command (Magic)	50	Extends the duration of effects placed on the HEX	Any HEX
Conserve MP	Passive Skills	60	Halves the amount of MP needed to use skills	—
Solais Emsu	Force Abilities	70	Powerful magic attack on all enemies. Gains strength if more allies are present in the same HEX, Power: 720	Enemy HEX (All)
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Sacrifice	Original Command (Magic)	90	Consumes HP to perform a non-elemental magic attack	Enemy HEX (Any)
Ley MAG Up	Passive Skills	100	Adds a +25 bonus to MAG when the character is on a ley point	—

Medium Bonuses by Type and Level Gained

Skill Name	Type	Level Gained	Description	Target
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Ley Change	Force Abilities	8	Changes the elements of all ley points, following the order of: Water, Wind, Fire, Earth, Water, and so on	Ley point
Widespread	Force Abilities	18	Extends an Original Command's effect to all HEXes	—
MP Charge	Force Abilities	35	Restores MP, Power: 50	Ally HEX (Any)
Solais Emsu	Force Abilities	70	Powerful magic attack on all enemies. Gains strength if more allies are present in the same HEX, Power: 720	Enemy HEX (All)
MP/MAG Bonus	Level Bonus	1	Adds a level-based bonus to MP and MAG	—
Blast	Original Command (Magic)	2	Magic Attack, Power: 175	Enemy HEX (Any)
Absorb	Original Command (Magic)	12	Absorbs a target's MP	Enemy HEX (Any)
Hi-Blast	Original Command (Magic)	25	Magic Attack, Power: 215	Enemy HEX (Any)
Extend	Original Command (Magic)	50	Extends the duration of effects placed on the HEX	Any HEX
Sacrifice	Original Command (Magic)	90	Consumes HP to perform a non-elemental magic attack	Enemy HEX (Any)
Gemstone	Passive Skills	4	Turns enemies defeated by elemental attacks into gems of the same element	—
Magic Blocker	Passive Skills	15	Randomly nullifies magic attacks	—
Ley MP Regen	Passive Skills	30	Recovers MP when the character's turn starts in a ley point	—
Conserve MP	Passive Skills	60	Halves the amount of MP needed to use skills	—
Ley MAG Up	Passive Skills	100	Adds a +25 bonus to MAG when the character is on a ley point	—

Sword Medium

Increases HP and ATK. Provides abilities for strengthening physical attacks: Crush, Counter, etc.

Medium Bonuses by Level Gained

Skill Name	Type	Level Gained	Description	Target
HP/ATK Bonus	Level Bonus	1	Adds a level-based bonus to HP and ATK	—
Crush	Original Command (Physical)	2	Physical attack, Power: 190	Enemy HEX (Any)
Counter	Passive Skills	4	Randomly counters physical attacks	—
Jump	Force Abilities	8	Jump to another HEX and take all allies in the same HEX with you	Any unoccupied HEX
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Quicken	Original Command (Magic)	12	Adds "RFX/EVA Up" status to the HEX	Ally/Enemy HEX (Any)
Dash	Passive Skills	15	Allows movement to any HEX	—
Sonic Vision	Force Abilities	18	Guarantees a Critical Hit for the Attack/Shoot command	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Heavy Crush	Original Command (Physical)	25	Physical attack, Power: 230	Enemy HEX (Any)
Ley HP Regen	Passive Skills	30	Recovers HP when the character's turn starts on a ley point	—
Intrude	Force Abilities	35	Allows for two consecutive actions	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
React Plus	Original Command (Magic)	50	Adds "DP/EP Up" status to the HEX	Ally/Enemy HEX (Any)
Penetrator	Passive Skills	60	Ignores enemy's DFP when making a Critical Hit	—
Equites	Force Abilities	70	Powerful physical attack on all enemies. Gains strength if more allies are present in the same HEX, Power: 720	Enemy HEX (All)
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Hyper	Original Command (Magic)	90	Adds "ATK/MAG Up" status to the HEX	Ally/Enemy HEX (Any)
Ley ATK Up	Passive Skills	100	Adds a +25 bonus to ATK when the character is on a ley point	—

Medium Bonuses by Type and Level Gained

Skill Name	Type	Level Gained	Description	Target
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Jump	Force Abilities	8	Jump to another HEX and take all allies in the same HEX with you	Any unoccupied HEX
Sonic Vision	Force Abilities	18	Guarantees a Critical Hit for the Attack/Shoot command	—
Intrude	Force Abilities	35	Allows for two consecutive actions	—
Equites	Force Abilities	70	Powerful physical attack on all enemies. Gains strength if more allies are present in the same HEX, Power: 720	Enemy HEX (All)
HP/ATK Bonus	Level Bonus	1	Adds a level-based bonus to HP and ATK	—
Quicken	Original Command (Magic)	12	Adds "RFX/EVA Up" status to the HEX	Ally/Enemy HEX (Any)
React Plus	Original Command (Magic)	50	Adds "DP/EP Up" status to the HEX	Ally/Enemy HEX (Any)
Hyper	Original Command (Magic)	90	Adds "ATK/MAG Up" status to the HEX	Ally/Enemy HEX (Any)
Crush	Original Command (Physical)	2	Physical attack, Power: 190	Enemy HEX (Any)
Heavy Crush	Original Command (Physical)	25	Physical attack, Power: 230	Enemy HEX (Any)
Counter	Passive Skills	4	Randomly counters physical attacks	—
Dash	Passive Skills	15	Allows movement to any HEX	—
Ley HP Regen	Passive Skills	30	Recovers HP when the character's turn starts on a ley point	—
Penetrator	Passive Skills	60	Ignores enemy's DFP when making a Critical Hit	—
Ley ATK Up	Passive Skills	100	Adds a +25 bonus to ATK when the character is on a ley point	—



★ BATTLE ITEMS ★

Battle items are those that can be used during battles, as opposed to field items that are only used in the active exploring fields. A battle item can only be used on the character's current HEX or one of the adjacent HEXes!

Battle Item Summary				
Item Name	Type	Description/Effect	Power	Target
Ambrosia	Recovery	Cancels negative HEX status effects and restores all HP and MP	—	Ally HEX (Adjacent)
Antidote	HEX Effects	Cures Poison status	—	Ally HEX (Adjacent)
Break Gem	Elemental Attack	Earth-elemental magic attack	220	Enemy HEX (Adjacent)
Cordyceps	HEX Effects	Cures Poison, Disease, and Misery status	—	Ally HEX (Adjacent)
Devastate Gem	Non-Elemental Attack	Non-elemental magic attack	220	Enemy HEX (Adjacent)
Fire Gem	Elemental Attack	Fire-elemental magic attack	220	Enemy HEX (Adjacent)
Full Revive	Recovery	Revives fallen characters with full HP	—	User's HEX
Gella Card	Rewards	Doubles Gella earned from battle	—	All allies
Great Apple	Performance	Adds All Stats Up status to the HEX	—	Ally HEX (Adjacent)
Heal Berry	Recovery	Restores 500 HP	—	Ally HEX (Adjacent)
Hi-Break Gem	Elemental Attack	Earth-elemental magic attack	280	Enemy HEX (Adjacent)
Hi-Devastate Gem	Non-Elemental Attack	Non-elemental magic attack	280	Enemy HEX (Adjacent)
Hi-Fire Gem	Elemental Attack	Fire-elemental magic attack	280	Enemy HEX (Adjacent)
Hi-Vortex Gem	Elemental Attack	Wind-elemental magic attack	280	Enemy HEX (Adjacent)
Hi-Water Gem	Elemental Attack	Water-elemental magic attack	280	Enemy HEX (Adjacent)
Holy Berry	Recovery	Restores all HP	—	Ally HEX (Adjacent)
Lucky Card	Rewards	Doubles EXP earned from battle	—	All allies
Medicine	HEX Effects	Cures Disease status	—	Ally HEX (Adjacent)
Mega Berry	Recovery	Restores 2,000 HP	—	Ally HEX (Adjacent)
Peppy Acorn	HEX Effects	Cures Misery status	—	Ally HEX (Adjacent)
Potion Berry	Recovery	Restores 1,000 HP	—	Ally HEX (Adjacent)
Revive Fruit	Recovery	Revives all fallen characters	—	User's HEX
Vortex Gem	Elemental Attack	Wind-elemental magic attack	220	Enemy HEX (Adjacent)
Water Gem	Elemental Attack	Water-elemental magic attack	220	Enemy HEX (Adjacent)

★ BADGES ★



Badges are collectable items that are equipped like other items. They grant the wearer various effects in battle. Depending on your level, you can equip one to five badges with a potentially devastating combination for your enemies! Listed below are all of the badges found throughout the game.

Master Badge List			
Name	Effects	Black Market (Y/N)	Synthesis (Y/N)
Rank S			
Sheriff Star	Max HP + 500 / Max MP + 50 / all other stats + 25 / all Badge rank A powers	No	Yes
Rank A			
Chick Badge	Reduces damage from all elemental attacks. Combines with ley point effects.	Yes	Yes
Elder Record	Halves MP usage. Cannot be combined with other skills.	Yes	Yes
Fish Badge	Prevents Poison, Disease, and Misery status from being added to wearer's HEX. Also grants immunity from instant death attacks.	Yes	Yes
Frog Badge	Grants immunity to Poison, Disease, and Misery status	Yes	Yes
Lucky Bird	Increases the chance that an item found after battle will be a rare item	Yes	Yes
Punching Glove	Turns Critical Hits into Finest Arts	Yes	Yes
Rank B			
Arctic Blade	Increases the chance of counterattacking by 5% if wearer has the Counter skill	Yes	No
Cat's Paw	Increases Attack/Shoot strength by 50%	Yes	Yes
Comet Mark	Increases counterattack strength based on the amount of HP lost if wearer has the Counter skill	No	No
Frey Amulet	Reduces damage from fire-elemental attacks. Combines with ley point effects.	No	No

Master Badge List

Name	Effects	Black Market (Y/N)	Synthesis (Y/N)
Geo Amulet	Reduces damage from earth-elemental attacks. Combines with ley point effects.	No	No
Gold Moon	Increases MAX MP by 50	Yes	Yes
Gold Sun	Increases MAX HP by 500	Yes	Yes
Gunstar Sign	Increases the chance of making a Critical Hit by 5%	Yes	Yes
Hazel Sprig	Grants immunity to Disease status	No	No
Heart Leaf	Grants immunity to Misery status	No	No
Hourglass	Restores MP each turn	No	No
Magic Pot	Restores MP when hit by magic attack	No	Yes
Marksmen Badge	Ensures that the Attack/Shoot command does not miss	No	Yes
Mist Cloak	Causes physical attacks to miss 50% of the time	Yes	Yes
Moonstone	Grants immunity to Poison status	No	No
Muse Amulet	Reduces damage from water-elemental attacks. Combines with ley point effects.	No	No
Priest Badge	RES+25/EVA-25	No	No
Red Pepper	Restores HP each turn	No	No
Ryan's Shield	Randomly guards against attacks	No	Yes
Spike Boots	Nullifies all attacks that delay the wearer's battle turn	No	Yes
Treasure Tone	Makes a sound when the wearer moves into a HEX containing an item	No	No
Violator	Reduces Attack/Shoot power to 50% but attacks 2-5 times per command	No	Yes
Wing Amulet	Reduces damage from wind-elemental attacks. Combines with ley point effects.	No	No
Witch Badge	MAG+25/DEF-25	No	No
Rank C			
Bad Omen	Increases the rate of random encounters	No	No
Berserker Badge	Reduces damage received and increases damage dealt	No	No
Bronze Moon	Increases MAX MP by 10	No	No
Bronze Sun	Increases MAX HP by 100	No	No
Castle Wall	Nullifies the first attack received each battle	Yes	Yes
Dog Leash	Starts the wearer in the same HEX as a fellow party member in random encounters only	No	No
Dual Cast	Causes Originals to be used twice in succession	No	Yes
Ebony Shadow	Increases EVA by 25 after moving between HEXes	Yes	No
Fast Gunman	Increases the chance of a preemptive attack	No	Yes
Fighter Badge	ATK+25/RFX-25	No	No
Full Carrot	Fills the FP gauge to maximum if the wearer has the first turn in the battle	No	No
Goat Doll	Automatically revives the wearer one time each battle	Yes	Yes
Growth Egg	Increases the amount of EXP received from enemies defeated by the wearer	Yes	Yes
Hen Badge	Doubles the amount of EXP gained from battle	No	Yes
Holy Grail	Grants immunity to instant death attacks	No	No
Item Scope	Increases the chance of finding a treasure after battle	Yes	No
King's Crown	Causes the wearer's first attack each battle to be a Critical Hit	No	No
Knight Badge	DEF+25/MAG-25	No	No
Laurel Crown	Doubles HP recovery amount from items and skills	Yes	Yes
Ninja Badge	EVA+25/RES-25	No	No
Pocketbook	Increases the amount of Gella received from enemies defeated by the wearer	Yes	Yes
Prism Staff	Increases FP by 25 when the wearer falls into Critical status	No	No
Rabbit Badge	Prevents Gella from being dropped when the wearer flees from battle	No	No
Refrigerator	Prevents reduction of MAX HP from Fallen status	No	No
Silver Moon	Increases MAX MP by 25	Yes	Yes
Silver Sun	Increases MAX HP by 250	Yes	Yes
Speed Skates	Gives the wearer an RFX bonus when determining the initial battle turn order	Yes	No
Thief Badge	RFX+25/ATK-25	No	No
Tiny Flower	Places the wearer in Detonation Mode from the start of each battle until the battle ends or the wearer falls	Yes	Yes
Rank D			
100% Orange	Forces all damage dealt and received to 100. Prevents all HP recovery.	No	Yes
Cheerful Girl	HIT+50	No	No
Might Guy	DEF+50	No	No
Monopoly Gourd	Gives all experience gained from battle to the wearer	No	No
Night Princess	RES+50	No	No
Nose Hero	ATK+50	No	No
Sacred Boy	MAG+50	No	No
Speed Queen	RFX+50	No	Yes
Terrace Tiara	Reduces all MP consumption to 0	No	Yes
The Omega	Proof of defeating Ragu O Ragla. Turns all regular attacks into Critical Hits.	No	No

Synthesizing Badges

Certain rare folks have developed the ability to synthesize badges from other, lesser powerful component badges. Roughly a third of the way through Story mode, a Zoa Priest arrives in Mithysmere who will complete badge synthesis for you, at a price of course!

Here is the full list of badges that can be synthesized and their required components.

Master Badge Synthesis List	
Badge Name	Components Required
Rank S	
Sheriff Star	Frog Badge, Fish Badge, Chick Badge, Lucky Bird, Elder Record, Punching Glove
Rank A	
Chick Badge	Geo Amulet, Muse Amulet, Frey Amulet, Wing Amulet
Elder Record	Red Pepper, Hourglass, Witch Badge, Priest Badge
Fish Badge	Gold Sun, Gold Moon, Magic Pot, Ryan's Shield
Frog Badge	Hazel Sprig, Moonstone, Heart Leaf, Mist Cloak
Lucky Bird	Spike Boots, Violator, Marksman, Treasure Tone
Punching Glove	Gunstar Sign, Arctic Blade, Comet Mark, Cat's Paw
Rank B	
Cat's Paw	Fighter Badge, Ryan's Shield, Prism Staff
Gold Moon	Silver Moon (x3)
Gold Sun	Silver Sun (x3)
Gunstar Sign	Tiny Flower, Fast Gunman, Speed Skates
Magic Pot	Bad Omen, Priest Badge
Marksman	Ninja Badge, Mist Cloak, Ebony Shadow
Mist Cloak	Ninja Badge, Castle Wall
Ryan's Shield	Holy Grail, Full Carrot
Spike Boots	Knight Badge, Castle Wall, Cat's Paw
Violator	Dual Cast, Gold Sun, Chick Badge
Rank C	
Castle Wall	King's Crown, Knight Badge
Dual Cast	Gunstar Sign, Goat Doll
Fast Gunman	Dog Leash, Arctic Blade
Goat Doll	Holy Grail, Refrigerator, Tiny Flower
Growth Egg	Item Scope, Silver Moon
Hen Badge	Growth Egg, Thief Badge
Laurel Crown	Silver Sun, Priest Badge
Pocketbook	Item Scope, Silver Sun
Silver Moon	Bronze Moon (x2)
Silver Sun	Bronze Sun (x2)
Tiny Flower	Knight Badge, Berserker Badge, Full Carrot
Rank D	
100% Orange	Hen Badge, Mist Cloak, Pocketbook, Sheriff Star
Speed Queen	Rabbit Badge, Speed Skates, Dual Cast, Priest Badge
Terrace Tiara	Lucky Bird, Chick Badge, Elder Record, Witch Badge

Black Market Badges

Should you decide that you don't want to go and find a certain badge, or you don't want pay for it, or your shops don't sell it, there's another option maybe just for you! That's right, the Black Market. Once it becomes available, you can trade your characters' levels for the following goodies!

Black Market Badge Availability			
Badge Name	Level Cost	Badge Name	Level Cost
Rank A		Rank C	
Chick Badge	50	Castle Wall	10
Elder Record	50	Ebony Shadow	10
Fish Badge	50	Goat Doll	15
Frog Badge	50	Growth Egg	25
Lucky Bird	50	Item Scope	15
Punching Glove	50	Laurel Crown	10
Rank B		Pocketbook	20
Arctic Blade	10	Silver Moon	10
Cat's Paw	20	Silver Sun	10
Gold Moon	15	Speed Skate	10
Gold Sun	15	Tiny Flower	15
Gunstar Sign	15		
Mist Cloak	35		

Stealing Items

It's a common occurrence that an enemy you're fighting is carrying a personal item that's worth a lot of Gella to you, such as a common item or a nice rare item.

If you use the Original Command Item Steal (for common items), and Rare Steal (for rare items), you have chance to steal items that your enemies are carrying! Your chance of successfully stealing increases if your HIT rating is higher than the enemy's EVA rating! If you like the sounds of that, make sure your HIT ratings are as high as possible!

-NOTE- Stealable items (items carried by foes) are different than those dropped by some enemies after a battle is won.

★ FLEEING FROM BATTLE ★

If you're fighting a random encounter, just move to one of the outer HEXes on the battlefield and you can flee from battle—100% of the time! But when you flee, you'll have to be prepared for the possibility of accidentally dropping some Gella along the way. If you want to try and keep your Gella, too...Well, actually there's a secret to that—bring someone to pick up the Gella you drop! If you gather everyone in the same HEX before you flee, you'll be all set! And if that's not

enough, then consider this, as well—if anyone in your party has a higher level than your enemies, you can flee for free! So just level yourself up a bit and you can go around fleeing all you want!

NOTE **Melchom**

On rare occasions, the monster Melchom will appear in random encounters. This odd monster enjoys being damaged—the stronger your final strike, the more Gella you'll receive after battle!

PREPARING ASGARD FOR BATTLE



Customizing



All of Asgard's customizations are done by Old Man Tony in Capo Blanco. Return there anytime you collect new golem parts so Tony can install them immediately for use in Asgard's next battle.

Asgard is customized the same way characters are equipped, but with different classes of items including:

- Attack Unit: governs his attack strength and DP
- Mind Unit: governs his defensive abilities
- Action Unit: governs his movement
- Power Unit: affects attack strength, health, and how long he can stay in battle before the party must take over

Programming

Programming involves all of the various command pieces you've collected, rather than the mechanical golem parts. These are the numerous abilities Asgard has available to him during a battle and are similar to how the party characters use Original Commands.



program Asgard's Algorithm Tangram whereas enemies' Tangrams are predetermined.

In the Command Piece list are all of the pieces you've collected so far. Each piece has a variably-sized shape attached to it and is assigned a color once it's added to the Tangram program.

Each piece can be assigned to the Tangram only once, so the more command pieces you collect, the better it is for higher degrees of programming. Once you've collected them all, the variation



in Asgard's program can create monumental challenges for any of his adversaries to overcome. How you arrange the commands is completely up to you, but Asgard will dutifully follow your programming once he's let loose in battle.



CHARACTERS

★ MAIN CHARACTERS ★

Dean Stark

He's lived in a provincial town all his life, and is fascinated by golems. His dream is to become a golem hunter and idolizes the top golem hunter, Nightburn. A bit immature for his age and pursues lofty boyish dreams. His best friend since childhood (Rebecca) keeps him in line with her quick wit, but Dean's more of a dreamer (too much so at times). It may appear as though Rebecca's constantly frustrated with Dean, trying to talk some sense into him, but they actually get along well. Dean's oft-repeated tagline is: "You can do anything, as long as you don't give up!"

Unique Skill	
Skill Name	Description
Double Critical	Doubles damage of all Critical Hits

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Bio

Age: 16

Height: 5' 2"

Race: Human

Weapon: Twin Fenrir (ARM) /
Black Fenrir (shovel)

Dislikes: Meticulous details



**WILD
ARMS 5**

PRIMA OFFICIAL GAME GUIDE

Combination Arts

Combo Name	Characters Required	Total Character Levels Required	Force Points Required	Area of Effect	Attack Type	Damage	Special
Javelin Bullet	Dean, Avril	10	25	Straight Line HEXes	Physical	145	—
Trigger Rondo	Dean, Rebecca	20	25	Surrounding HEXes	Physical	160	—
Lightning Fang	Dean, Greg	35	25	Any HEX	Physical	215	Strong VS. Golems
Symphonic Rain	Dean, Carol	50	25	Surrounding HEXes	Physical	170	—
End Revolver	Dean, Chuck	65	50	Any HEX	Physical	260	—

Recommendations

Equip Dean with the Luck Medium and watch how his skills increase, including:

- RFX Level Bonus: Speeds him up
- FP Advantage: Adds FP at start of battle
- Ley RFX Up: Adds more of a RFX speed/turn boost on ley points
- Ley HIT Up: Adds HIT bonus when on ley points

Dean's unique ability is his skill with Critical Hits. In that light, anything that affects or improves this skill should be focused on. We recommend the following:

- Punching Glove Badge: Turns Critical Hits into Finest Arts
- Gunstar Sign Badge: Increases chance of making a Critical Hit by 5%
- King's Crown Badge: Causes the wearer's first attack each battle to be a Critical Hit
- The Omega Badge: Turns all regular attacks into Critical Hits
- Speed Skates Badge: Adds RFX bonus when determining initial battle order

Once Dean is equipped with the Omega badge, a few others become redundant. In that instance, swap out the Gunstar Badge and the King's Crown for badges such as Sheriff Star, Mist Cloak, Cat's Paw, Full Carrot, or Violator.

Given his RFX and ley point bonuses combined with the improvements to his Critical Hits abilities, Dean can become a one-man wrecking ball in combat.

ARM Parts

ARM Part	ATK	MAG	DP	HIT	Bullets	RES	RFX	DEF
First Shooter	1	2	5	2	3	—	—	—
Twin Drive	5	4	5	2	3	—	—	—
Burning Booster	7	6	7	5	4	—	—	—
Dual Shooter	9	8	8	15	4	—	—	—
Sniper Shot	11	10	9	12	8	—	—	—
Violent Vice	19	12	15	13	5	—	—	—
Burning Magazine	24	14	18	16	5	—	—	—
Power Booster	36	16	20	25	5	—	—	—
Bullet Shower	42	18	24	22	8	—	—	—
Multi-Drive	58	20	25	23	12	—	—	—
Mighty Focus	64	22	26	45	8	—	—	—
XERD_003SS	76	21	28	32	8	-54	28	—
Ultimate Magazine	84	24	35	25	8	—	—	—
Wonder Booster	92	24	30	30	15	—	—	—
Final Nova	138	32	35	45	15	—	—	—

Armor

Item Name	DEF	RES	EP	EVA	RFX	MAG	ATK
Black Uniform	0	0	0	100	50	—	—
Labyrinthos	0	100	0	100	0	142	—
White Uniform	0	0	0	100	50	—	—
Fiber Coat	3	0	1	2	0	—	—
Traveler's Guard	5	2	3	4	2	—	—
Heavy Guard	8	7	2	5	25	—	—
Light Coat	8	5	5	6	5	—	—
Hard Coat	17	14	10	15	15	—	—
Brave Guard	28	18	12	20	18	—	—
Elder's Coat	36	23	15	25	20	—	—
Beast Coat	38	32	18	38	34	—	—
White Coat	38	32	18	60	22	—	—
Rapid Coat	44	25	16	50	21	—	—
Mithral Guard	60	34	20	40	24	—	—
Virtuous Guard	70	42	22	45	26	—	—
Red Guard	100	0	50	0	0	—	80
Nine Lives*	120	120	120	120	75	—	—

* Refer to the Ex. Files section in the Gameplay Training chapter to learn how to unlock this special armor.

Rebecca Streisand

Dean's childhood friend. A vivacious, strong-willed young lady. She's so worried about Dean after he decides to leave Capo Bronco that she decides to join him on his journey. The truth is she is in love with Dean, but would never admit to it. She balances Dean's boyish dreaminess with some sensibility and restraint. Being the more realistic one, she may seem distant and colder than Dean, but she actually possesses a warm heart. Dreams of one day joining the circus and becoming an acrobatic shooter.

Unique Skill	
Skill Name	Description
Continuous Shot	Randomly repeats the Shoot command if bullets remain in her ARM



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Bio

Age: 16

Height: 5'

Race: Human

Weapon: Pizzicato Pistol

Dislikes: Snakes and ghosts

**WILD
ARMS 5**

PRIMA OFFICIAL GAME GUIDE

Combination Arts

Combo Name	Characters Required	Total Character Levels Required	Force Points Required	Area of Effect	Attack Type	Damage	Special
Overhead Sorcery	Rebecca, Avril	15	25	Surrounding HEXes	Magic	170	—
Corona Fall	Rebecca, Greg	40	50	Any HEX	Magic	295	—
Genocide Circus	Rebecca, Carol	55	50	All HEXes	Physical	190	—
Reflect Flower	Rebecca, Chuck	74	50	Any HEX	Physical	265	—

Recommendations

Equip Rebecca with the Sword Medium to focus on strengthening her long-range attacks and buffering her abilities with additional supporting skills:

- Jump: Keeps her out of harm's way by jumping to long range, straight-line trajectories
- Dash: Allows movement to any HEX
- Ley HP Regen: Regenerates HP when on a ley point
- Penetrator: Ignores enemy DFP when making a Critical Hit
- Ley ATK Up: Adds ATK bonus when on a ley point

Rebecca's unique repetitive attack ability, combined with some creative badge selections, can turn her into a brutal and efficient sniper.

- Violator Badge: Stacks with Rebecca's unique skill to increase her shots and damage
- Berserker Badge: Increases damage dealt and reduces damage received
- Sheriff Star Badge: Huge stats boost and all badge rank A powers
- Marksman Badge: Ensures that the Shoot command doesn't miss
- Cheerful Girl Badge: Adds +50 to HIT stat

ARM Parts

ARM Part	ATK	MAG	DP	HIT	Bullets	RES	RFX	DEF
Swift Revolver	1	2	1	4	5	—	—	—
Round Beat	3	4	4	6	5	—	—	—
Crescendo Step	5	6	5	9	6	—	—	—
Random Beat	7	10	6	19	6	—	—	—
Shooting Star	9	18	7	16	9	—	—	—
Sunlight Shadow	11	24	13	17	7	—	—	—
Dancing Step	13	39	16	20	7	—	—	—
Lock-On Beat	15	52	18	29	7	—	—	—
Acrobat Shift	17	68	22	26	10	—	—	—
Quick Repeater	19	70	23	27	14	—	—	—
Miracle Striker	21	82	24	50	10	—	—	—
Last Requiem	23	102	32	27	10	—	—	—
Speed Star	23	97	28	32	20	—	—	—
Final Stage	27	151	32	50	20	—	—	—
Flegel Jahre	42	124	26	34	12	-48	—	—

Armor

Item Name	DEF	RES	EP	EVA	RFX	MAG	ATK
Haute Couture	0	100	0	100	0	164	—
Silver Blazer	0	0	0	100	50	—	—
Sky Blazer	0	0	0	100	50	—	—
Hot Denim	4	0	1	2	0	—	—
Battle Denim	6	2	3	4	0	—	—
Black Shirt	7	3	3	22	2	—	—
Hard Denim	13	10	8	11	8	—	—
Mist Shirt	18	14	10	15	12	—	—
Rapid Shirt	24	15	8	18	30	—	—
Extra Reaction	39	32	18	38	32	—	—
Hard Enamel	39	32	18	60	20	—	—
Solid Denim	47	23	15	25	18	—	—
Sunshine Shirt	53	28	18	30	20	—	—
Radical Denim	61	34	20	40	22	—	—
Goddess Breath	78	42	22	45	25	—	—
Coiste-Bodhar	100	0	50	0	0	—	119

Avril Vent Fleur

The girl who fell from the sky cradled in a golem's arm. Rescued by Dean and Rebecca, she suffers from a serious case of amnesia and only remembers her own name and the words "Johnny Appleseed." She emits purity and innocence, traveling alongside Dean and Rebecca like a lost puppy but she occasionally says profound things and seems to be wise beyond her years.

Unique Skill	
Skill Name	Description
Double DP	Randomly doubles DP when attacking

Bio

Age: Late teens or early 20s?

Height: 5' 3"

Race: Unknown

Weapon: Absolute Zero

Dislikes: The dark



Combination Arts

Combo Name	Characters Required	Total Character Levels Required	Force Points Required	Area of Effect	Attack Type	Damage	Special
Heaven's Gate	Avril, Greg	30	50	All HEXes	Magic	195	—
Mysteltainn Zero	Avril, Carol	59	25	Straight Line HEXes	Magic	195	—

Recommendations

Avril is a DP machine. When you need someone to dramatically decrease an enemy's turn rate, Avril is the one. Note that Avril's increased DP unique ability is only in effect when she uses the Attack/Shoot command.

To exploit her unique strength, equip Avril with the Sword Medium to increase her attack abilities and allow her to strike anywhere on the field with various skills:

- HP/ATK Level Bonus: Allows her to stay in battle longer and increases attack success
- Jump: Allows her and teammates to jump to any HEX on the field
- Dash: Allows her to run to any HEX on the field
- Sonic Vision: Ensures a Critical Hit
- React Plus: Adds DP/EP Up bonus to HEX

Avril's valuable DP affecting skills should always be strengthened with badges that increase overall stats, DP/EP, or attack stats, such as:

- Sheriff Star Badge: Improves overall stats
- Violator Badge: Increases number of attacks
- Marksman Badge: Ensures Attack/Shoot command doesn't miss
- Cat's Paw Badge: Increases Attack/Shoot strength by 50% (counteracts the negative effects of Violator badge)
- Cheerful Girl Badge: Adds +50 to HIT

Or:

- Speed Skates: Adds RFX bonus when determining initial battle turn order

ARM Parts

ARM Part	ATK	MAG	DP	HIT	Bullets	RES	RFX	DEF
Innocent Saber	2	1	4	0	3	—	—	—
White Blade	4	3	10	3	3	—	—	—
Spirit Saber	6	5	14	7	4	—	—	—
Spiral Edge	12	7	16	17	4	—	—	—
Misty Soul	15	9	18	14	8	—	—	—
Seraphic Soul	24	11	30	15	5	—	—	—
Holy Saber	35	13	36	18	5	—	—	—
Princess Saber	48	15	40	27	5	—	—	—
Moonlight Shine	52	17	48	24	8	—	—	—
Durandal	64	19	50	25	12	—	—	—
Freeze Blade	72	21	52	47	8	—	—	—
Ancient Blade	87	23	60	32	15	—	—	—
Queen Saber	90	23	70	27	8	—	—	—
Soul of Lilithea	94	27	70	47	15	—	—	—
Airgetlám	128	23	57	34	12	-51	—	—

Armor

Item Name	DEF	RES	EP	EVA	RFX	MAG	ATK
Chic Suit	0	0	0	100	50	—	—
Passion Suit	0	0	0	100	50	—	—
Robe of Filgaia	0	100	0	100	0	42	—
Pure Cloak	3	4	1	2	2	—	—
Angel's Robe	5	9	3	4	5	—	—
Fairy's Feather	8	18	5	6	10	—	—
Wing Robe	10	34	7	8	32	—	—
Amethyst Cloak	17	42	10	15	18	—	—
Protection Robe	22	56	12	20	20	—	—
Saint's Cloak	26	61	15	25	22	—	—
Cloak of Illusion	28	73	25	27	24	—	—
Shell Wind	38	30	18	38	36	—	—
Venus Cloak	38	30	18	60	24	—	—
Queen's Robe	40	82	20	40	26	—	—
Seed of Eden	50	90	22	45	30	—	—
Ankh Garb	100	0	50	0	0	—	167

Greg Russellberg

Also known as the “Golem Crusher.” An outlaw who destroys golems and is being chased by golem hunters throughout Filgaia. Greg is a tough and somewhat reserved man, obsessively pursuing the man responsible for his family’s death. He seeks out golems and destroys them and by doing so hopes to draw out his ultimate target...“a man with a golem’s arm.”

Unique Skill	
Skill Name	Description
Shoot and Guard	Randomly enters Guard status after attacking

Bio

Age: 34

Height: 5' 8"

Race: Human

Weapon: Dark Silhouette

Dislikes: Being friendly



Combination Arts

Combo Name	Characters Required	Total Character Levels Required	Force Points Required	Area of Effect	Attack Type	Damage	Special
Gungir Effect	Greg, Carol	53	25	Any HEX	Magic	220	Strong VS. Flying Enemies
Judgement Heat	Greg, Chuck	77	50	Straight Line HEXes	Magic	240	—

Recommendations

Greg is a juggernaut; he's very resilient to damage and is often the last one standing in close battles. In light of his unique ability that sets him to autoguard after every turn, you should focus on improving his defensive skills, endurance, and potential to inflict maximum damage.

Equip Greg with the Moon Medium to allow access to the following benefits:

- RFX/EVA Level Bonus: Speeds him up and helps him dodge attacks
- Replace: Allows him to trade places with allies or enemies in any HEX
- Gather: Collects all enemies in same HEX to attack at once
- Ley RFX Up: Adds speed bonus and increases turn rate

If you focus on improving Greg's attack and defense strength, you dramatically improve his ability to stay in the fight and kick some serious butt. These following badges are some of the best to do just that:

- Sheriff Star Badge: Increases all stats plus all A-ranked badge powers
- Cat's Paw Badge: Increases Attack/Shoot strength by 50%
- Gold Sun Badge: Increases MAX HP by 500
- Marksman Badge: Ensures Attack/Shoot command doesn't miss
- Mist Cloak: Causes enemy physical attacks to miss 50% of the time (put this badge on Greg as soon as you find it!)

Or:

- Berserker Badge: Reduces damage received and increases damage dealt

ARM Parts

ARM Part	ATK	MAG	DP	HIT	Bullets	RES	RFX	DEF
Light Shot	3	4	3	3	2	—	—	—
Solitude Trigger	5	6	5	6	3	—	—	—
Lament Shot	7	8	6	17	4	—	—	—
Raid Blaster	9	10	7	14	7	—	—	—
Nightmare	11	12	12	15	14	—	—	—
Lost Grave	13	24	16	17	4	—	—	—
Sniper Fang	15	36	18	26	5	—	—	—
Volcano Shot	17	48	22	23	7	—	—	—
Buster Cannon	19	50	23	24	10	—	—	—
Shark Sniper	21	62	24	46	7	—	—	—
Dawn Legend	23	84	32	26	7	—	—	—
Sonic Burst	23	73	28	32	12	—	—	—
Coyote M18F	24	147	26	34	7	—	—	—
Omega Trigger	27	93	32	46	12	—	—	—

Armor

Item Name	DEF	RES	EP	EVA	RFX	MAG	ATK
Black Bancho	0	0	0	100	50	—	—
Genuine Vest	0	100	0	100	0	131	—
White Bancho	0	0	0	100	50	—	—
Army Vest	2	4	2	2	5	—	—
Chain Vest	9	8	3	3	10	—	—
Light Vest	16	9	4	25	12	—	—
Titanium Vest	24	16	9	12	18	—	—
Survival Vest	39	20	10	18	20	—	—
Emblem Vest	41	18	8	20	32	—	—
Overdrive	43	34	16	35	36	—	—
Red Star	43	34	16	57	24	—	—
Ancient Vest	58	30	15	27	24	—	—
Bounty Guard	65	36	18	37	26	—	—
Cromwell	78	50	20	40	30	—	—
Shade Wielder	100	0	50	0	0	—	32

Carol Anderson

A klutzy 12-year-old who, while searching for a missing companion, became lost herself. Somewhat of an enigma, as despite her age possesses a great deal of knowledge. She is a timid shy little girl who was traumatized by her somewhat tragic past and is trying to overcome her fears.

Unique Skill	
Skill Name	Description
Shoot Anywhere	Allows any HEX to be targeted with the Shoot command. Increases the random variation in damage amounts.

Bio

Age: 12

Height: 4' 4"

Race: Human

Weapon: Miracle Accordion

Dislikes: Strangers



Combination Arts

Combo Name	Characters Required	Total Character Levels Required	Force Points Required	Area of Effect	Attack Type	Damage	Special
Voltic Claw	Carol, Chuck	71	50	Straight Line HEXes	Physical	220	Strong VS. Golem Types

Recommendations

Carol seems suited to much more of a supporting role in battle. She's mildly effective at long range with her unique ability to launch a rocket into any HEX on the field, but she lacks a lot of pop in her attacks.

When it comes right down to it, you must decide on a more offensive or defensive role for Carol. If you want to play her defensively, the Sea Medium is a solid choice to make her primarily a healer. If you want to play her offensively, focus on her long-range striking and follow the same recommendations set for Rebecca to take full advantage of Carol's rocket pack attacks and improve her Critical Hits, attack damage, and turn rate.

We find Carol to be the most subjective character. She's slightly more limited in that she seems best suited to play primarily offensive *or* defensive roles, but don't spread her too thin by trying to make her good at both.

ARM Parts

ARM Part	ATK	MAG	DP	HIT	Bullets	RES	RFX	DEF
Minimum Missile	6	5	15	2	4	—	—	—
Candy Rocket	8	7	17	12	4	—	—	—
Brushing Bomb	10	9	20	9	8	—	—	—
Smash Missile	12	11	32	10	5	—	—	—
Mint Rocket	14	23	35	13	5	—	—	—
Landing Bomb	16	35	40	21	5	—	—	—
ECM09 Pod	18	47	47	18	8	—	—	—
Scud Launcher	20	59	50	19	12	—	—	—
Chocolat Rocket	22	61	52	30	8	—	—	—
Lightning Bomb	24	74	60	25	15	—	—	—
Neo Explosion	24	82	72	20	8	—	—	—
Hob & Nob	25	129	63	24	12	—	32	47
EZ Missile	32	98	72	25	15	—	—	—

Armor

Item Name	DEF	RES	EP	EVA	RFX	MAG	ATK
Junior Green	0	0	0	100	50	—	—
Junior Silver	0	0	0	100	50	—	—
Mirage Blazer	0	100	0	100	0	81	—
Normal Dress	12	12	5	11	13	—	—
Aero Dress	17	27	8	15	18	—	—
Hustler's Dress	18	38	10	17	27	—	—
Charming Dress	26	44	13	25	23	—	—
Nimble Dress	28	55	14	48	25	—	—
Rabbit Ears	38	36	13	60	26	—	—
Sapphire Dress	38	36	13	38	38	—	—
Shining Dress	40	68	15	40	28	—	—
Shamil	50	85	18	45	30	—	—
Virginia's Soul	100	0	50	0	0	—	92

Chuck Preston

A cocky showoff apprentice golem hunter who is in hot pursuit of Greg the "Golem Crusher." Although he seems confident, in actuality he is a coward who's afraid of interacting with people due to his fear of them dying untimely deaths as his parents did when he was young. He isn't the smartest guy in the world and occasionally sticks his foot in his mouth.

Unique Skill	
Skill Name	Description
Damage Up	Increases damage dealt in proportion to the amount of HP lost.

Bio

Age: 19

Height: 5' 5"

Race: Human

Weapon: L23 Pile Bunker

Dislikes: Relationships



Combination Arts

Combo Name	Characters Required	Total Character Levels Required	Force Points Required	Area of Effect	Attack Type	Damage	Special
Crime Garden	Chuck, Avril	68	25	All HEXes	Magic	130	—

Recommendations

Chuck's unique personal ability is that he deals significantly more damage as his HP drops in battle, so focus primarily on increasing his attack strength, turn rate, and Critical Hits. Equip Chuck with the Mountain Medium (because you don't want to increase his defenses too much or you'll never be able to take advantage of his unique skill) to buffer his allies with support skills and abilities such as:

- Protect: Adds DEF/RES Up bonus to ally HEXes
- Defender: Randomly guards his friends in the same HEX
- Mystic: Extend an item's range to all HEXes (excellent skill for using gems)
- Turn Shift: Allows next ally turn to occur now (excellent for raising chain attacks!)
- Blocker: Randomly nullifies physical attacks

Given that you're focusing on attack strength (damage), speed and turn rate (RFX), and Critical Hits, consider the following badges:

- Punching Glove Badge: Turns Critical Hits into Finest Arts
- Gunstar Sign Badge: Increases chance of making a Critical Hit by 5%
- King's Crown Badge: Causes the wearer's first attack each battle to be a Critical Hit
- The Omega Badge: Turns all regular attacks into Critical Hits
- Speed Skates Badge: Adds RFX bonus when determining initial battle order
- Fighter Badge: Adds +25 bonus to ATK
- Nose Hero: Adds +50 bonus to ATK

ARM Parts

ARM Part	ATK	MAG	DP	HIT	Bullets	RES	RFX	DEF
Charge Spark	27	14	19	22	6	—	—	—
Stake Driver	38	16	21	31	6	—	—	—
Storming Spark	41	18	25	28	9	—	—	—
Solid Driver	53	20	26	29	13	—	—	—
Meteor Strike	62	22	27	54	9	—	—	—
Giga Spark	74	24	31	34	18	—	—	—
Death Stroke	83	24	35	30	9	—	—	—
Doom Bringer	94	53	32	45	13	—	—	—
Shooting Nova	100	32	35	54	18	—	—	—

Armor

Item Name	DEF	RES	EP	EVA	RFX	MAG	ATK
Class President	0	0	0	100	50	—	—
Class VP	0	0	0	100	50	—	—
Dominion Garb	0	100	0	100	0	81	—
Black Suit	24	41	18	27	20	—	—
Leather Jacket	26	52	20	28	30	—	—
Active Suit	36	30	20	41	34	—	—
Slide Suit	36	30	20	63	22	—	—
Hard Jumper	38	62	22	43	24	—	—
Metal Suit	48	90	25	48	26	—	—
Butler's Suit	100	0	50	0	0	—	94

Asgard

The golem that the boy who dreamed of golems finally got his hands on. Thanks to the bolt that old man Tony installed, nothing can break the bond between Asgard and Dean!

Bio

Age: Unknown

Height: Unknown

Race: Golem

Weapon: Superluminous Fist

Dislikes: Unknown



NOTE

Asgard can also punch and destroy obstacles that hide treasure. Always look for features that can be examined but are inactive until the giant golem is finally yours.

Action Units

Golem Part Name	Description/Effect	Target	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	HP	Turns	PWR
Big Bang Booster	Increases movement parameters	N/A	—	—	—	—	—	—	350	380	200	—	—	—
Duel Booster	Increases movement parameters	N/A	—	—	—	—	—	—	200	180	120	—	—	—
Energy Plate	Increases movement parameters	N/A	—	—	—	—	—	—	300	280	180	—	—	—
Phantom Vision	Increases movement parameters	N/A	—	—	—	—	—	—	150	225	115	—	—	—
Point Stabilizer	Increases movement parameters	N/A	—	—	—	—	—	—	250	125	115	—	—	—
Power Vernier	Increases movement parameters	N/A	—	—	—	—	—	—	100	100	80	—	—	—
Turbo Drive	Increases movement parameters	N/A	—	—	—	—	—	—	525	550	305	—	—	—

Attack Units

Golem Part Name	Description/Effect	Target	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	HP	Turns	PWR
Blast Builder	Increases offensive power	N/A	1,500	2,250	450	—	—	—	—	—	—	—	—	—
Divine Crush	Increases offensive power	N/A	2,250	1,800	450	—	—	—	—	—	—	—	—	—
Gigatech Fist	Increases offensive power	N/A	2,800	2,400	400	—	—	—	—	—	—	—	—	—
Heavy Knuckles	Increases offensive power	N/A	5,750	4,600	1,050	—	—	—	—	—	—	—	—	—
Infinite Knuckles	Increases offensive power	N/A	2,300	2,200	300	—	—	—	—	—	—	—	—	—
Iron Fist	Increases offensive power	N/A	1,500	1,500	200	—	—	—	—	—	—	—	—	—
Omega Crusher	Increases offensive power	N/A	3,000	4,000	500	—	—	—	—	—	—	—	—	—

Command Pieces

Golem Part Name	Description/Effect	Target	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	HP	Turns	PWR
Agony Effect	Non-elemental magic attack	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	250
Cremation	Fire-elemental magic attack	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	280 + ley point bonus
Dark Isolate	Casts instant death on characters in the target HEX, moving those who survive to a random location	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Dispel	Cancels all effects placed on the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Double Action	Allows for two consecutive actions	—	—	—	—	—	—	—	—	—	—	—	—	—
Fragile	Adds DEF/RES Down status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Gather	Gather all allies or enemies into the same HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Giga Crush	Fire-elemental physical attack, usable independent of ley points	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	310 + ley point bonus
Giga Crush	Water-elemental physical attack, usable independent of ley points	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	310 + ley point bonus
Giga Crush	Wind-elemental physical attack, usable independent of ley points	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	310 + ley point bonus
Giga Crush	Earth-elemental physical attack, usable independent of ley points	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	310 + ley point bonus
Giga Crush	Non-elemental physical attack, usable independent of ley points	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	310 + ley point bonus
Howl	Delays the target's next turn	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Hydro Pressure	Water-elemental magic attack	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	280 + ley point bonus
Hyper	Adds ATK/MAG Up status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Isolate	Characters in the target HEX are moved to a random location	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Kirlian Buster	Deals a fixed amount of damage divided by the number of targets in the HEX	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	10,000
Land Steal	Moves all status effects on the target HEX to the user's HEX	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Ley Change	Changes the elements of all ley points, following a set order	—	—	—	—	—	—	—	—	—	—	—	—	—

Command Pieces															
Golem Part Name	Description/Effect	Target	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	HP	Turns	PWR	
Protect	Adds DEF/RES Up status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—	
Quicken	Adds RFX/EVA Up status to HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—	
React Minus	Adds DP/EP Down status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—	
React Plus	Adds DP/EP Up status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—	
Recovery Program	Restores HP	User	—	—	—	—	—	—	—	—	—	—	—	400	
Regenerate	Adds HP Recovery status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—	
Replace	Trade places with the occupant(s) of the target HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—	
Shut Out	Adds Locked status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—	
Sky Twister	Wind-elemental magic attack	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	280 + ley point bonus	
Slow Down	Adds RFX/EVA Down status to HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—	
Stone Bullet	Earth-elemental magic attack	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	280 + ley point bonus	
Superluminal Fist	Physical attack	Enemy HEX (Adjacent)	—	—	—	—	—	—	—	—	—	—	—	200	
Ultimate Guard	Guards against attacks, adding Invincible status to HEX until the next ally turn	User's HEX	—	—	—	—	—	—	—	—	—	—	—	—	
Warp	Warps user to another HEX	User	—	—	—	—	—	—	—	—	—	—	—	—	

Mind Units														
Golem Part Name	Description/Effect	Target	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	HP	Turns	PWR
Blast Breaker	Increases defensive power	N/A	—	—	—	450	550	300	—	—	—	—	—	—
First Security	Increases defensive power	N/A	—	—	—	850	750	550	—	—	—	—	—	—
Genius Protector	Increases defensive power	N/A	—	—	—	550	420	425	—	—	—	—	—	—
Minimum Barrier	Increases defensive power	N/A	—	—	—	400	350	200	—	—	—	—	—	—
Phantasm Heart	Increases defensive power	N/A	—	—	—	700	650	400	—	—	—	—	—	—
Spread Barrier	Increases defensive power	N/A	—	—	—	700	450	250	—	—	—	—	—	—
Variant Barrier	Increases defensive power	N/A	—	—	—	650	500	350	—	—	—	—	—	—

Power Units														
Golem Part Name	Description/Effect	Target	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	HP	Turns	PWR
Bloody Ties	Increases overall power ratings	N/A	200	100	—	—	—	—	—	—	—	15,000	32	—
Life Charger	Increases overall power ratings	N/A	500	400	—	—	—	—	—	—	—	13,500	16	—
Paladienne's Soul	Increases overall power ratings	N/A	250	125	—	—	—	—	—	—	—	19,000	32	—
Power Mind	Increases overall power ratings	N/A	50	30	—	—	—	—	—	—	—	4,000	16	—
Power Saber	Increases overall power ratings	N/A	125	70	—	—	—	—	—	—	—	12,000	32	—
Vital Force	Increases overall power ratings	N/A	850	750	—	—	—	—	—	—	—	32,000	48	—

Recommendations

Asgard doesn't play like regular party members in that he's not available to fight event battles and boss battles. Asgard is primarily used to explore Filgaia and often dominates random encounters across the lands, thus protecting Dean and the party from harm. There are many different upgrades available to significantly boost his capabilities, which are installed and customized by the golem engineer Old Man Tony in Capo Bronco.

Asgard is a key component later in the story when you must access previously unexplorable areas of the continents. Many locations are blocked by large obstacles or rocks at certain access points, and Asgard is the only one strong enough to break through them. Once Dean gets access to Asgard, much more territory opens up for exploration.

★ SUPPORTING CHARACTERS ★

Volsung

The calm yet sinister member of the Veruni Radical faction. He stages a coup at the beginning of the story and assumes the top reigning position. Devoted to securing a future for the Verunis, he doesn't pull any punches—this unfettered drive is considered cold by many, and he alienates even his subordinates at times.

Bio

Age: 23

Height: 5' 9"

Race: Half Veruni/
Half Human

Fereydoon

One of the four sentinels. A truly loyal subordinate to Volsung, he ranks second in command. He practices absolute adherence to regulations, and revels in the pride of being a soldier. A very serious military figure but is respected and trusted by his subordinates.

Bio

Age: 24

Height: 5' 8"

Race: Veruni



Kartikeya

One of the four sentinels. He loves combat more than anything, and he feels ecstatic when killing humans. A psychopath who loves chaos and doesn't care whether his victims are human or Veruni. As long as he can have fun.

Bio

Age: 29

Height: 6' 8"

Race: Veruni

Persephone

One of the four sentinels. Although she's usually cool & collected, she occasionally lets her true feelings emerge from behind her cold façade. Her personality is undoubtedly sadistic, but at times she shows understanding and even compassion. She's in charge of gathering intel and information control.

Bio

Age: 25

Height: 5' 6"

Race: Veruni



The Professor (Elvis)

One of the four sentinels. His vast knowledge of history has earned him the respect of Volsung and a spot in the highest ranks of Veruni. Often referred to as the Professor, he lives at his own pace and it's not uncommon for him to even ignore Volsung at times. Dedicated to the pursuit of any and all knowledge of Filgaia and is respected by many. Looks intimidating due to his muscular physique, but has the tendency to speak like an overly spoiled child when excited.

Bio

Age: ???

Height: 7' 3"

Race: Veruni

Captain Bartholomew

A member of the Moderate faction of Verunis, but usually acts independently. He is the captain of *The Mayflower* and a strong ally for the humans. He is in search of Johnny Appleseed as well.

Bio

Age: 146

Height: 6'

Race: Veruni



Duogrammaton

A journalist, TV host, and multi-talented content creator. His life calling is to pursue the truth. An interesting character who sometimes hurts and at other times helps Dean and his party members.

Bio

Age: 30

Height: 5' 9"

Race: Veruni



Nightburn Acklund

The top golem hunter and Dean's hero. He's earned the respect of the Verunis, and is considered by them as an equal. A legend among other golem hunters and the main spokesperson of the Golem Hunter's Guild.

Bio

Age: 42

Height: 5' 7"

Race: Human



Tony (Old Man Tony)

The strange old man that lives in Capo Bronco. He's a good friend and mentor of Dean's and the key person who introduced him to digging up golem parts. Calls himself "The World's Finest Golem Engineer."

Bio

Age: 70

Height: 5' 3"

Race: Human



Lucille

A childhood friend of Chuck's who used to work at the Home Town Café in Honeysday. She's a strong-willed young lady who is disappointed at Chuck's cowardice, always waiting for him to work up the courage to sweep her off her feet.

Bio

Age: 19

Height: 5' 2"

Race: Human



Lady Diana

A high-ranking noble of the Veruni race. She is Fereydoon's grandmother and current head of the Rygs family. Loves Filgaia and treats humans as fairly as she treats other Verunis.

Bio

Age: 188

Height: 5' 4"

Race: Veruni

MAIN STORY

HILLSIDE RUINS



The golem part you're looking for is hidden in one of the dirt piles.



Use Fire Bullets to light the two torches and open the door to area 8.



Use the Detector to see the invisible bridge across the pit. Then push/pull the block across the bridge to the door switch on the pit's west side. This opens the far door to area 10.



Stand on the raised platform and fire the Anchor Hook straight up to the levitating anchor orb. It moves automatically to the far side of the chamber. Just be sure to drop off onto the thin platform at the opposite end, or you risk falling into the far pit.



Drag the box onto the floor switch to open the door in the east wall.



Slide into and destroy one box to create a step up to the next level.



This ominous, sealed door cannot be opened until the party has exactly 221,500 Gella.



Use the Detector in this seemingly empty room to point out all of the valuable treasure hidden within.



Treasure Summary

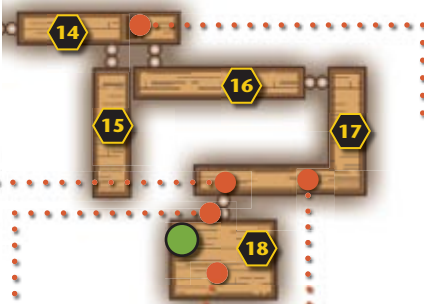
Area	Container Type	Item Name
4	Chest—Normal	2x Break Gem
4	Chest—Normal	2x Heal Berry
7	Pottery	Fire Gem
7	Dirt	50 Gella
7	Dirt	Water Gem
7	Dirt	1 Gella
7	Pottery	Vortex Gem
7	Dirt	Golem Part
8	Pottery	14 Gella
8	Pottery	Neutrino Medal #1
10	Chest—Normal	5x Nectar
12	Dirt	Hi-Devastate Gem
12	Pottery	Break Gem
12	Dirt	Full Revive Apple
12	Dirt	Hi-Water Gem
12	Dirt	Mega Berry
12	Dirt	Hi-Vortex Gem
12	Dirt	Chick Badge
12	Pottery	Water Gem
15	Chest—Blue	Howl
15	Chest—Blue	Kirlian Buster
17	Chest—Normal	10,000 Gella
18	Pottery	18 Gella



Stand on the floor switch facing the gate to the east. Shoot the middle block with Power Shot while the gate is up, sending it crashing into the fourth block at the far end. Now two blocks remain; call them left and right blocks. Stand down by the gate and shoot both left and right blocks closer to the floor switch, making them even with each other.



The hint message refers to school uniforms. Buy and equip everyone's school uniform-style armor from the Black Market (Black Uniform, White Uniform, Sky Blazer, Silver Blazer, Chic Suit, Passion Suit, Black Bancho, White Bancho, Junior Green, Junior Silver, Class President, or Class VP) and the door opens.



Sealed Pillar (Prime Vals)



Now shoot the left block from the north side, pushing the two blocks together. The left block is now right in front of the gate switch. Stand on the switch and shoot the left (now middle) block to the far end of the room. This block comes to rest exactly underneath the gate and prevents it from reaching the ground when you leave the switch. Access is now open to area 17.



Line up with the block across the pit and use Power Shot to knock it back one square, then freeze it in place with Freeze Bullets. Then use Anchor Hook to fire the anchor into the now-stationary block and zip to the other side. Unfreeze the block with Fire Bullets and move it onto the door switch to open the locked door in the south wall leading to area 18.



Time to Dig!



We find our main character Dean on his way to the ruins near his home town of Capo Bronco. He's on a mission to find something today with his trusty shovel Black Fenrir. Search the ruins for anything valuable that you can take back to Capo Bronco to show old Tony.



NOTE

At this point the story has you going back to Capo Bronco, but once you have collected the required equipment later in the story, you can return here to explore the rest of the dungeon.

Return to Hillside Ruins

Prerequisite Items

- Anchor Hook
- Detector
- Duel Sign
- Duplicators (x2)
- Fire Bullets
- Freeze Bullets

When you've collected all the gear you need to empty out the rest of Hillside Ruins, retrace your steps to area 7, where you must light the torches to open the back of the dungeon. Follow the hints on the map to get into the darkest corners of these ruins and face the dreadful Prime Vals!

Boss Battle-Prime Vals

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Prime Vals (Boss)	92	82,800	0	225,000	14,000	Weak	1/2	1/2	Resist	725	675	725	580	543	210	542	421	683	LVL Apple	DEF Apple	—



Your party member's average level should be very high (no less than level 50) for this epic battle. Prime Vals is immune to earth-based attacks, so don't even bother with them.

The fire LP is by far the best place to be on the entire battlefield. Not only does this exploit Vals's weakness to fire, it also mitigates much of the damage from his fire-based Giga Crush skill. It also magnifies the effect of any fire elemental

items used from the HEX, and significantly pumps up the damage from your attacks (especially things such as Hi-Blast, Hi-Crush) if Vals unwarily steps onto the opposite HEX—the water LP. In the case of the latter situation, its not unusual to be doing close to 10,000 damage given the fire weakness and opposite LP bonuses.

Sounds easy, right? Prime Vals has the ability to Ley Change; if this happens you must be ready to move the entire party to the new fire ley point and keep up the pressure.

This boss is very quick and gets frequent turns in the overall order. Use anything you can to speed up your turn rate and increase your stats such as DP/EP. It's difficult to knock back Prime Vals in turn order, so just focus on improving your own performance. Its Howl attack will affect your turn rate, so you'll need some skills like Quicken to counteract any such negative effects and keep your turns coming.

If you manage to throw down a Lucky Card during this battle, your rewards are monumental: check out Prime Vals EXP stat. Upon its defeat you are rewarded with the glorious Golden Angel.

CAPO BRONCO

Treasure Summary			
Area	Container Type	Item Name	Description
1	Chest—Normal	3x Heal Berry	South side of the river at the east end
1	Chest—Normal	250 Gella	Behind house in SW part of town

"The World's Finest Golem Engineer"



Upon leaving Hillside ruins, Dean takes the golem part back to Tony for assessment: it's definitely the real thing! Go find Rebecca near the bridge in town to tell her the news!

Those ruins have been practically stripped bare, you know. I'm impressed you managed to find anything in there.

Free Stuff

This is actually the first optional sidequest in the story. Speak to the woman in the blue shirt at the store and she tells you her place isn't ready yet, but she gives you a free Gella Card.



For all future sidequests, due to their optional nature and commonly distant objectives, we will place notes where they occur in the story, but look to the sidequests section in the Tour of Filgaia chapter if you want to pursue them immediately upon their occurrence.

Where Monsters Still Roam



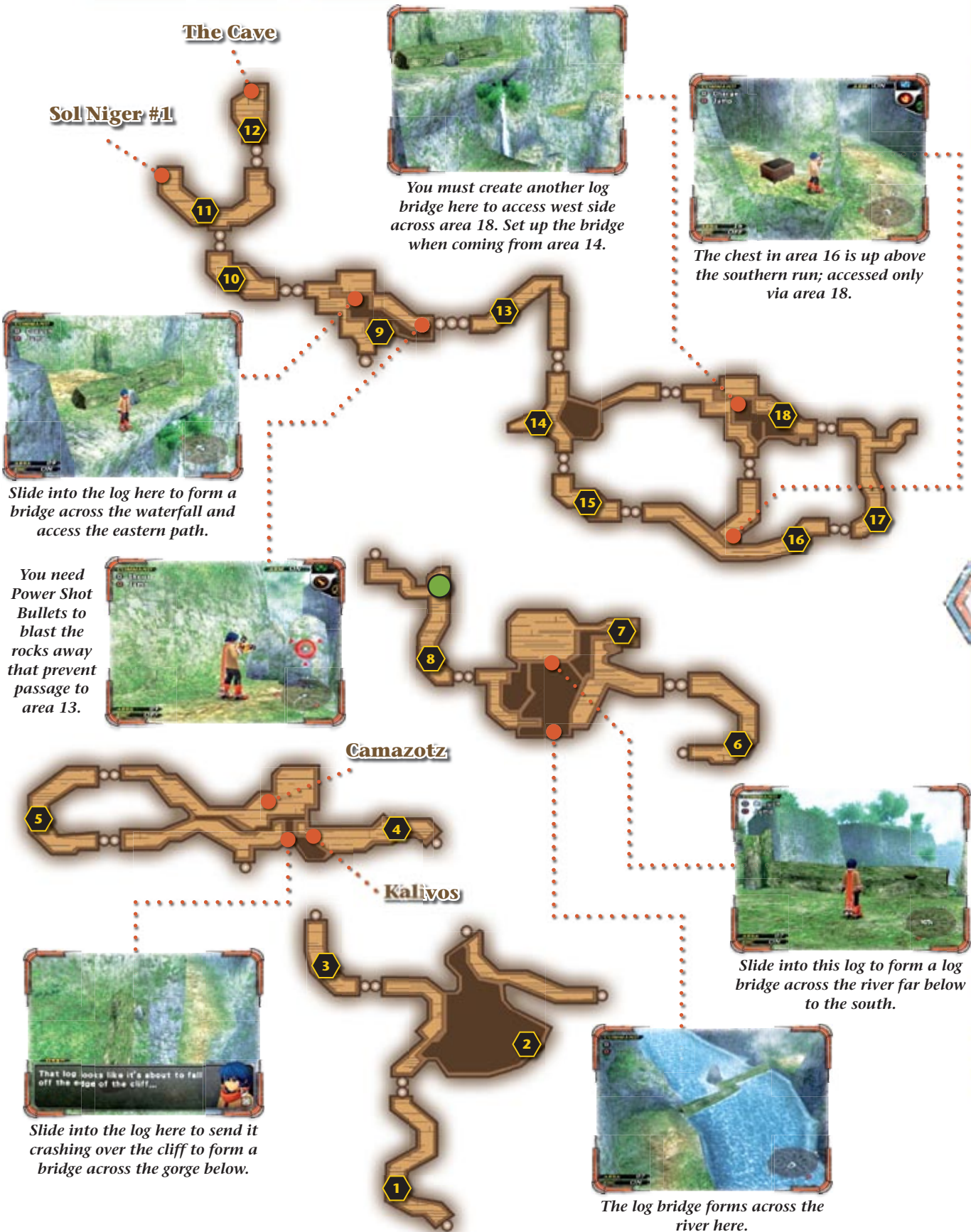
Talk to the guard near the bridge to learn about Celestial Peak. He won't forbid you to go there, but you should be very careful. Right behind him is Rebecca, who shows obvious interest in joining you on your adventure!

-NOTE- The Capo Bronco General Store is now open, but you have hardly any Gella to spend, and the shopkeeper's inventory is low, so don't worry about buying anything just yet.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

CELESTIAL PEAK



Treasure Summary		
Area	Container Type	Item Name
4	Chest—Normal	250 Gella
4	Chest—Normal	2x Tent
7	Chest—Normal	3x Heal Berry
10	Chest—Normal	5x Heal Berry
11	Chest—Normal	Gella Card
11	Chest—Normal	Lucky Card
14	Chest—Normal	Dragon Fossil
16	Chest—Normal	3x Mega Berry
16	N/A	MP Orbs
17	Chest—Normal	2x Cordyceps
18	Chest—Normal	Slow Down

Path to the Peak



Stay on this main path outside Capo Bronco and follow it downhill, then back uphill to the west. Don't go down below at the fork in the path or to any of the other adjacent lower paths just yet. Follow the stone lantern posts along the path to the west then north around the water, and eventually you reach a river. Follow the left side of the river as the path starts winding uphill into a steep rock canyon all the way to Celestial Peak.

Into the Mountains



Rebecca gives you the Dungeon Viewer to help keep track of your progress through the "dungeon" (which in this case is a series of paths through towering peaks and rushing rivers). Find the highest ground in area 4 to be ambushed by the first boss, Camazotz!

The Bolt



Dean stops at the side of a cliff on the far side of area 2 to recall the first time he saw a golem part on a walk with Tony and Rebecca. The small bolt seemed to have chosen Dean for a friend—as Tony informed him, golems are alive even down to their smallest components.

Dean's Leaving the Village



Rebecca is curious why Dean brought her all the way out to Celestial Peak, but the answer she gets isn't quite what she was hoping for. Dean's plan is to join the Golem Hunter's Guild like his hero Nightburn! In light of Dean's intentions, Rebecca agrees to escort him to the end of Celestial Peak where they can have a proper send-off. Continue on up the mountain toward area 12 and see what you can find.

Boss Battle—Camazotz

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Camazotz (Boss)	3	980	0	20	213	—	—	Resist	1/2	198	172	85	32	28	52	102	64	108	None	None	—



This giant bat crawls along the ground in an awkward gait. It only moves one HEX at a time, so you should have lots of opportunity to move around it. Use Rebecca's ranged shooting attack to keep her out of harm's way while Dean moves around to the fire HEX to attack from there. It should only take a few turns to kill Camazotz if you focus on exploiting its weaknesses: fire and water.

NOTE Sol Niger #1 is located at the north end of area 11.

The Rescue



Dean is compelled to investigate the nearby cave when a fireball from the sky streaks down to the ground and crashes into the subterranean area. Inside they find something far beyond what their imaginations could have created. A mysterious girl arrives in the grip of a golem's arm to join the party. Now you're free to return down the mountain.

NOTE The current quest in Celestial Peak is coming to an end soon, and you must find Power Shot Bullets later in the story before being able to access area 13 and beyond.

Descent from Celestial Peak



The trip down the mountains should be relatively quiet. The group tries to get the mysterious girl to answer some

questions, but before she has much of a chance, Kalivos crawls up from the river in area 4; is he drawn to the power the girl carries? Dean breaks his precious Black Fenrir in the process of protecting the girls, but he's not weaponless for long, thanks to the girl from the sky.

Back in Capo Bronco

Back in the village, Tony is brought up to speed. He seems to recognize something Avril says, something about the past: "Johnny Appleseed." The group must find out what this means. Dean plans on taking Avril through the cave to the north. As Tony knows how serious Dean is, he gives the group some very important parting gifts. Rebecca catches up outside and decides that it's best if she accompanies you to the northern cave.



The Return to Celestial Peak

Prerequisite Items

- Power Shot

When you've received the Power Shot upgrade to Dean's ARM, you can return to Celestial Peak and collect the few treasures remaining. This optional return mission isn't as involved as Hillside Ruins, but there is free stuff hiding in the hills! You'll also find additional random battles when exploring the remote crags and crevices of this peak.

Boss Battle-Kalivos

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Kalivos (Boss)	3	1,324	0	13	245	—	—	1/2	Resist	178	181	64	103	88	72	182	33	142	None	None	—



Kalivos is heavily armored and guards on every turn that it doesn't attack in. Keep Rebecca as far away as possible. If she gets hit by its Cross Claw Attack she'll need to be healed right away. Take up the fire or water ley point HEXes quickly if you can for added bonuses. If you run out of bullets, make sure to guard for that turn so you can reload your ARMs.

When Kalivos is defeated, you gain the Twin Fenrir ARMs from Avril—now you've got some serious firepower!

ABANDONED PATH



Shoot the two orbs up above with standard bullets to raise the stairway. Jumping helps you to lock on while between the two walls.



Shoot all four orbs with standard bullets to open the sealed doorway to area 12.



Power Shot is needed to blow open this sealed passage leading to area 16.



Shoot all of the orbs with standard bullets to open the door.



Shoot the glowing orb with a standard bullet to open the sealed doorway.

Sol
Niger #2



Stand on the floor switch on the balcony to activate the stairway leading to the doorway to area 12.



Drag the two boxes onto the two floor switches to open the sealed doorway to area 9 in the west end of this chamber.

Gamorrah Toads



Stand on the floor switch here to open the door by the save point leading into area 6.



Drag the box onto the floor switch to open the door to the west.

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WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

ABANDONED PATH

Treasure Summary

Area	Container Type	Item Name
1	Pottery	24 Gella
5	N/A	MP Orbs
3	Chest—Normal	Fighter Badge
6	Pottery	Neutrino Medal
7	Chest—Normal	Lucky Card
8	N/A	MP Orbs
8	Chest—Normal	Dragon Fossil
8	Chest—Normal	Witch Badge
3	Chest—Normal	3x Heal Berry
3	Pottery	Revive Fruit
9	Chest—Normal	Gella Card
10	N/A	MP Orbs
10	Chest—Normal	200 Gella
12	Pottery	Heal Berry
12	Chest—Normal	Thief Badge
13	N/A	MP Orbs
14	Pottery	Devastate Gem
16	N/A	MP Orbs
16	Chest—Normal	600 Gella
16	Chest—Chained	React Minus

These ARMS Were Made for Me!



After the victory celebration, Dean muses that he can't help but feel his new ARMs were made for him; Avril appears to agree, at least on some level. Rebecca feels someone might be missing the point. Activate the nearby door switch to open the sealed doorway into area 6.

The Path Less Traveled



Dean and the girls head toward the northern cave. Follow the path that leads north on the east side of Capo Bronco all the way to the grand stone entrance marked on the world map. Welcome to the Abandoned Path! A whole new continent of adventure awaits you on the other side!

Tony's Gift

The party stumbles onto a deserted caravan, and soon after Dean lets slip about Tony's gift. When Avril gets one of them in her hands, the fireworks begin, and she seems to understand the significance of these mysterious items. Mediums are tools, connected to the elemental powers of Filgaia. Each person can equip one medium and harness its increasingly powerful skills and abilities for use during battle.



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Boss Battle—Gomorrah Toads

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Gomorrah Toad (Boss)	5	1,270	0	52	271	Weak	1/2	—	—	155	182	142	108	74	35	164	103	85	None	None	—



The two toads start at the top two HEXes opposite each other. Keep Rebecca in a straight line to use her long-ranged attack, and move everyone else into the fire key point to focus on that toad first.

Use fire-based attacks when possible: your party should get plenty of attacks in much faster than the slow toads, but expect them to heal themselves whenever they get a chance.

Boss Battle-Unknown

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Unknown (Boss)	6	3,000	0	320	594	Weak	Weak	Weak	Weak	211	206	272	252	94	110	169	124	142	None	None	—



Whatever this thing is, it doesn't look friendly! Physical attacks don't harm this beast, so you'll have to rely on magic attacks. Group everyone into the same ley point and start firing off Blast spells against this unknown beast. The water or wind LPs both work great.

Beware the Unknown's Tentacle and Sky Twister attacks; you'll likely be able to get in several attacks before this beast has a chance to do too

much damage. If you've learned it, try Rebecca and Avril's combo art Overhead Sorcery for some dramatic damage. The Original and Force tutorials help make this battle a bit easier than other boss fights.

TIP

There are six types of mediums. Tony's gift included two originals and one blank medium that can be used to mimic the powers of another medium. Keep the blank medium until you find other original mediums to copy. Or you can copy one of the two you've just received, but remember: the copy you make is permanent!

Meanwhile...



A soldier reports to his commander that Operation 05 was unsuccessful: the recovery of Avril Vent Fleur. The commander is very distraught about the potential future of Filgaia if the "Ice Queen" awakens. He wonders whether she'll still be Johnny Applesed when and if they finally find her.

NOTE

Return to Abandoned Path

There are no secret sections in this dungeon, but once you have the Power Shot upgrade bullets, you can return here to claim the prize in the chained chest in area 16.

Meanwhile...



Bodies are strewn everywhere, and carnage and chaos abound. Meet Volsung, leader of the Sentinels and architect of a dreadful plot. His loyal soldiers are destroying the mothership and its golem defenders. But elsewhere, another of his sentinels is laughing off the puny resistance set against him.



LIGHTLESS SHAFT

MIRAPULSE



Treasure Summary

Area	Container Type	Item Name	Description
1	Chest—Normal	600 Gella	Look for the chest by the vendors' huts northwest of the Memory Bird
1	Chest—Normal	Fast Gunman Badge	Directly across the alley from the previous chest
2	Glint	LVL Apple	Go upstairs in the bar and examine the glint in the corner

Within the gates of Mirapulse the party finds an arrogant youth (Chuck) being accused of stealing the precious Mirror of De Soto. The sheriff is hinting at dire consequences for Chuck unless he can prove he's a golem hunter; however Chuck seems to have lost his identification and someone needs to help him find it!

Talk to Chuck after the scene to learn about the train station. When you're ready, leave town and collect the license.



TIP

The license is at coordinates X: 31258, Y: 68571 right in front of the Cavam Valley Station near a

small rock. Search near the rock by pressing **■**. Collect it and head back into town to talk to the sheriff.



LIGHTLESS SHAFT

map on next page

Into the Depths



Follow the elevated track north from Mirapulse, but cut northeast from Cavam Valley Station and follow the old abandoned tracks at ground level around the wide canyon to the far northern side, where you find the entrance to the Lightless Shaft. Here you meet Greg for the first time.



Meanwhile...



1. Don't flip any levers
2. Kick the mining cart
3. Flip the north track switch
4. Kick the mining cart (it should now go straight down the short track section and come to rest just past the southern switch)
5. Flip the south track switch
6. Kick the mining cart
7. Flip the west track switch
8. Kick the mining cart



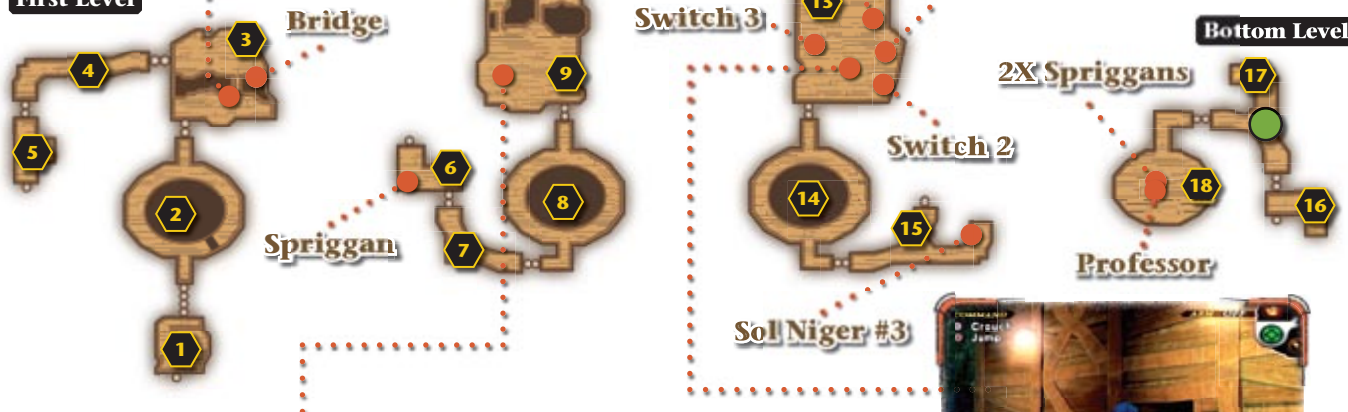
Flip the track switch to turn the track intersection to the north. Then slide into the mining cart behind you to send the cart crashing through the two barriers blocking access across the bridge.

Second Level

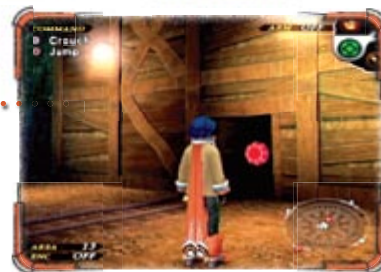


Area 13 is slightly more involved with the three levers you need to switch. Find them in the north, south (these two are lined up together), and one more across the room to the west.

First Level



Flip both track switches once, then send the cart careening to the other end of its track. Then switch the top track switch back to its original position. Kick the mining cart again to send it back toward the cavern's west side, then crashing through the barrier across the bridge, allowing access to area 10.



The cart should head straight south along the western section of track and crash into the far wall, thereby revealing a hidden doorway that had hitherto been blocked by crates stacked up in front of it.



Treasure Summary

Area	Container Type	Item Name
1	Chest—Normal	Gella Card
2	Chest—Normal	Dog Leash Badge
2	Chest—Chained	Dragon Fossil
3	Chest—Normal	1,000 Gella
3	Barrel	Fire Gem
3	Chest—Normal	Light Coat Armor
4	N/A	MP Orbs
5	Barrel	Heal Berry
5	Chest—Normal	Lucky Card
8	Chest—Normal	1,000 Gella
8	Chest—Normal	Fairy's Feather Armor
8	N/A	MP Orbs
9	Chest—Normal	2x Revive Fruit
9	Barrel	81 Gella
11	N/A	MP Orbs
13	Chest—Chained	3x Potion Berry
14	Barrel	Vortex Gem
14	N/A	MP Orbs
16	Chest—Normal	Prism Staff Badge
16	Chest—Normal	Hard Denim Armor
18	N/A	MP Orbs

LIGHTLESS SHAFT

Boss Battle-Spriggan

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Spriggan (Boss)	9	2,440	0	90	472	1/2	—	Weak	1/2	230	248	232	212	124	70	207	102	156	None	None	—



The giant Spriggan is limited in attacks, but to make this fight much easier, get in an earth HEX to take half damage from the Spriggan's strong Stone Bullet earth attack (which shoots in a straight line).

The Spriggan's only substantial environmental weakness is to wind attacks, so if you can get into the wind HEX, your attacks will make very quick work of this resilient foe. Alternately, if you

have learned the Medium Ley Change power, you can change a different ley point to wind, and use that against the Spriggan rather than moving to the top of the battlefield.

Bottom of the Well



Here at the bottom of the Lightless Shaft you find the Professor, mindful of his recently acquired possession, the Mirror of De Soto. He doesn't actually seem like a bad guy if you're interested in listening to him lecture for hours on end. Before the real lesson starts, two local Spriggan bosses arrive to challenge you, but the Professor decides to sit this one out.

Mirror of De Soto



The Professor is very intent on continuing his research, despite the revelation that the mirror is needed to prevent Chuck's execution by the overzealous Veruni guard in Mirapulse. It looks like there's no way to bargain with the Professor, so you'll have to make a stand!

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Boss Battle-2x Spriggan

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Spriggan (Boss)	10	3,000	0	280	1,050	—	1/2	Weak	1/2	240	228	192	195	135	89	217	112	159	None	None	—



Two Spriggans in one fight? No problem. However these two use higher level attacks than the last Spriggan you fought. Their Stone Bullet attack is the same, but now their additional Hyperion Ray attack makes a significant difference in their offensive skills.

You'll need to use Heal Berries to recoup some HP losses during this fight. Get into a wind ley point to lay the smack down on these two before

they lock you out of that HEX; if you can't get into it, try a ley point change ability to mix things up. Note that the Spriggan can also change the ley points. Focus your party's attacks on one boss first to take away their tag-team advantage.

Boss Battle—Professor

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Professor (Boss)	55	46,500	0	0	0	Weak	1/2	Weak	Weak	2,376	2,442	421	1,421	1,332	571	527	316	221	None	None	—



The Professor's stats are out of this world—it's highly unlikely that you can defeat him this time around, but give it a shot. Usually, all it takes for the Professor to win this battle is one special Crush attack. Don't worry; it was a lost cause anyway.

NOTE

The Return to the Lightless Shaft

There are no hidden areas in this dungeon, but once you get the Power Shot upgrade to Dean's ARM, you can come back and collect the treasure from the two chained chests!

Chuck's Rescue



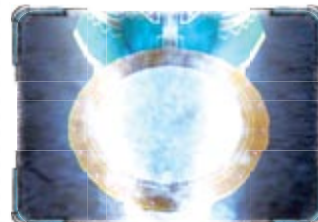
News flash! The sun set before you arrived. The mirror wasn't back in time, so I guess that means it's time for a hanging!



The sun's gone down, and the Veruni Soldier is intent on executing Chuck! Something Greg says resonates with

Dean, and our hero gets a fantastic idea! Despite fulfilling the agreement with a technicality, the Veruni isn't planning on honoring his end of the bargain until Avril steps in and "helps" him do the right thing. Greg can't believe what he's seeing; there's something about Dean that's getting to him.

Needless to say, Chuck is grateful and offers the party tickets for the FX: Filgaia Express. The Veruni strictly control who can ride the trains, but they allow golem hunters unfettered travel passes, and Chuck rightfully helps the group out on their long journey ahead to the skyscraper city of Laila Belle.



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★ CAVAM VALLEY TRAIN STATION ★



Woo-hoo! Finally, we get to ride the train! This is great!



The guy who stole the mirror!

Head up north to the train station marked on the world map. At the train station, the party runs into the Professor but decides to stay out of sight and keep a low profile.



Avril: Bombed to bits...



Dean spots Greg on the train and suspects he's up to something. After following Greg to the back of the train, Dean discovers another of Greg's bombs: he plans to blow up the golem on the train! During the confrontation, Greg shoots the connection to the cars ahead, leaving you all stranded on the bomb car with him! When the dust clears and everyone is back on solid ground, Dean makes an interesting deal with Greg, and Greg joins the party to accompany them to Gounon.

After the deal is struck with Greg, you get the Sword Medium. If you still have a blank medium as well, the Sword Medium is an excellent choice for copying!

TIP

WILD
ARMS 5

PRIMA OFFICIAL GAME GUIDE

WAYWARD PATH



The switch to open this door is up on the ledge above the doorway itself.



Pull one wooden crate over to the ledge to use as a step up to the second level.



Shoot the two orbs with standard bullets to open the sealed doorway.

Tarasque Gorath & Tarasque Mons



The door in the north wall is a slider. Shoot one of the two orbs to make the door rise, and then quickly toggle off your ARMs so you can slide beneath the door while it's up. This takes some precise timing, so it could take a few tries at least.



Use Freeze Ray on the orbs here to open the sealed doorway.

Sol Niger #4



Shoot all three door switch orbs with standard bullets in quick succession to open the sealed doorway. If you don't shoot them quickly enough, the door won't open.



Destroy the barrels and crates blocking access to the two door switch orbs. Activate the orbs by shooting them with standard bullets.

Treasure Summary		
Area	Container Type	Item Name
2	N/A	MP Orbs
4	Mimic Chest	Crescendo Step ARM Part
4	Chest—Normal	3,000 Gella
5	Chest—Normal	Lucky Card
6	N/A	MP Orbs
6	Chest—Normal	Dragon Fossil
4	Barrel	Heal Berry
8	Barrel	51 Gella
8	Barrel	Fire Gem
8	Mimic Chest	Spirit Saber ARM Part
9	N/A	MP Orbs
11	N/A	MP Orbs
11	Chest—Normal	Bronze Moon Badge
11	Mimic Chest	Black Shirt Armor
12	Chest—Normal	Gella Card
12	Barrel	44 Gella
12	Barrel	Vortex Gem
15	Barrel	Neutrino Medal
15	N/A	MP Orbs
13	Chest—Blue	5x Potion Berry
13	Chest—Blue	Replace

Underground to Gounon



Check your map to find your way to the dungeon that leads to Gounon. It's a bit of a tricky run around some steep cliffs, but it doesn't take too long to get there. Inside the Wayward Path, Greg still is curious about the golem arm, but Dean tells him to be patient. After a brief party discussion, you're ready to explore this dungeon.



NOTE Traveling Merchant Paul and his caravan are located at X: 16352, Y: 69696 on the way to Wayward Path if you need to stock up on anything.



NOTE The story has you and the party leaving the Wayward Path from this point on. However, there is a secret area here that you can come back to later.

TIP Immediately after the end scene in the Wayward Path that drops the party outside, turn around and head back into area 15 to collect the second Neutrino Medal from the barrels on the ground floor.

Meanwhile...



Somewhere far above, the captain is very concerned about the Radicals' actions; especially one Radical in particular. The Veruni's past actions were rife with jealousy toward the native inhabitants of Filgaia, but he knows nothing can change that now.

The only thing that matters is going forward...

The Return to Wayward Path

Prerequisite Items

- Freeze Ray ARM upgrade
- 2x Duplicators

Area 13 is the sole room locked away for exploration once you have the right tools. Inside you find two blue Duplicator chests containing a few valuable treasure items: 5x Potion Berry and the Replace Golem Command Piece.

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Boss Battle—Ruins Guard

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Ruin Guard	15	3,622	0	275	846	Weak	Resist	Weak	1/2	361	335	209	245	201	106	245	123	239	None	None	—



Don't bother using water ley points against this boss, given its resistances to the water element. If you want to sub in Greg for this battle, have someone go off the edge of an escape HEX.

The Ruins Guard's strong Slice and Crush attacks do a lot of damage, so keep Heal Berries handy.

Use any offensive Force Abilities or Combo Arts from the fire LP to deal an impressive amount of

damage, but it will take some patience, given this boss's ample HP. If the Ruins guard chooses to play it safe by casting Protect on one HEX and fighting from there, you'll have to rely on physical attacks rather than magical due to its protective magical barrier.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

Boss Battle—Tarasque Gorath and Tarasque Mons

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Tarasque Gorath (Boss)	16	3,690	0	650	0	Weak	1/2	—	—	341	172	270	208	112	150	232	57	193	None	None	Hard
Tarasque Mons (Boss)	16	2,980	0	0	1050	—	—	Weak	1/2	349	149	261	134	390	160	342	58	213	None	None	—



Gorath's weakness is fire (and magic) so use whatever magical fire attacks you can against it, such as Blast while in the fire ley point.

Mon's weakness is wind (and physical attacks) so try to get into the wind ley point and use physical attacks against it. Focus on Gorath first because it's the tougher of the two, then lay the smack down on Mons.

COUNON



Sidequest—In Search of a Brother

Paladienne is waiting outside the Applesseed Winery. Speak to her now and it initiates her quest to find her brother. You can complete this quest at any time. Refer to the sidequest specifications in the Tour of Filgaia section if you'd like to complete the quest now.



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NOTE—Also talk to Paladienne after you defeat bosses in Sealed Crystals. Those boss fights award you with Golden Angels, which Paladienne will trade for very powerful armor.

Treasure Summary

Area	Container Type	Item Name	Description
1	Apple Bags	RFX Apple	Look in the apple bags near Paladienne on the walkway in front of the General Store
1	Chest—Normal	Arctic Blade Badge	In the chest at the far north end of the walkway in front of the General Store
1	Glint	Neutrino Medal #3	Look for the glint near the bushes on the narrow ledge outside the fence just above the fountain
2	Glint	ATK Apple	Behind some boxes in the Applesseed Winery
2	N/A	Rabbit Badge	Inside the winery, go all the way to the far end of the room and sneak along the left back wall. You can't see anything, but if you keep going, the option to examine shows up, and you can collect your hidden prize.





The Veruni don't bury their dead, you know. They cremate their bodies, and throw the bones into the sea.



Oh, that's right... The Veruni were drifting through space until they landed on Filgaia, weren't they?

Talk to everyone in Gounon and then go up the hill to the graveyard. You should see someone standing at a gravestone ahead. If he's not there, go back and talk to everyone in town, then return. After the meeting with Joseph, go back inside the Applesseed Winery and talk to the mayor. You learn about the shrine to the northeast of town. The mayor gives you a crate of Holy Wine to deliver to the shrine and also gives you a special amulet. Make your preparations and leave Gounon for your next destination.



My daughter, my grandson... they were both killed for a human!



Travel Preparations



I'd like you to take a cask of wine up to the shrine to the northeast.



So there really was a guy named Johnny Applesseed, and now there's a shrine... Maybe we'll find what Avri's looking for there, too.

a very long time ago; beyond that, you'll just have to go searching!

Go back down the hill to Applesseed Winery and speak with the mayor. The party learns a bit more about Joseph, the graveyard visitor. Also, the mayor has a proposition for you. He needs you to take a cask of Holy Wine up to the shrine northeast of Gounon. The mayor gives you the cask of wine and an amulet. During your meeting you also learn that Johnny Applesseed was a nickname given to one of the first explorers in the area

★ TEMPLE OF REJECTION ★

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Use the Freeze Ray to put out the torch. This unlocks the doorway that slammed shut when you entered this area.



Once you get the Freeze Ray Cartridge from the blue chest in area 3, you can use the freezing action to lock the blocks together in this collapsing bridge.



Show the amulet that the mayor of Gounon gave you at the massive sealed door to be granted access to the inner temple.

Elevator Up

Wheel

Altar

Upper Walkway

Grand Hall



The wheel controls the alignment of the entire room! Grab the wheel and turn the room 180 degrees until the door to area 6 in the north wall opens up. Point one of the two sets of arrows on the floor toward the north to open up the doorway.



Freeze the blocks in this collapsing bridge to get across safely.

There are two orbs on the approach to the grand stairway in the entrance hall. Set both orbs ablaze with Fire Bullets to raise a staircase leading to the high doorway in the west. If both orbs are iced with Freeze Ray, the staircase in the east rises.



WILD ARMS 5

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TEMPLE OF REJECTION

Treasure Summary

Area	Container Type	Item Name
2	N/A	MP Orbs
3	Chest—Normal	3x Duplicator
3	Chest—Blue	Freeze Ray Cartridge
5	Chest—Normal	5x Antidote
7	Chest—Normal	Dragon Fossil
7	N/A	MP Orbs
8	Chest—Normal	Refrigerator Badge
9	Chest—Blue	Red Pepper Badge
9	Chest—Blue	Magic Pot Badge
10	Chest—Normal	Lucky Card
11	Barrel	Antidote
11	N/A	MP Orbs
12	N/A	MP Orbs
13	Chest—Blue	Moonstone Badge
14	N/A	MP Orbs
14	Chest—Blue	Spiral Edge ARM Part
15	Chest—Normal	3,000 Gella
16	Chest—Normal	3x Potion Berry
17	Pottery	Neutrino Medal
17	Pottery	83 Gella



-NOTE- Look wayyyyyyyy up in area 2. Note the walkway high up above this chamber: that is where you exit area 17 later on in the dungeon, just for reference.

A Simple Delivery?



The path from Gounon leads directly to the front gates of the Temple of Rejection. Getting there isn't the problem—getting in and out in one piece is! The size of the entrance hall is staggering! First, you



need to gain access to the inner temple. Use the amulet the mayor gave you in Gounon at the giant doorway. Proceed through this first section of the temple to ultimately find a new friend near the elevator in the north.

-NOTE-

Note the color sequence of the three large crystals in this chamber. There is a room in this dungeon later on where this knowledge will benefit you.



Control Room

As you're passing by the ledge to area 9, note that you need an Anchor Hook to get across the gaping chasm. You'll have to do it on a return trip. The control room contains two blue chests, but more importantly, it contains the controls for the facility's water works. When you have the Anchor Hook and can access area 9, go inside and stand at the central platform facing north. Look at the three white orbs ahead. From left to right, change their colors to red, white, and blue respectively to match the crystals in the main hall downstairs where you left the wine (you need Fire Bullets and the Freeze Ray to do this). If the sequence is correct, you hear a strange noise, which is the activation of the water works.



When the water begins to flow in certain rooms of the temple—such as area 12, from the large alien looking statue—it can be frozen to allow access into secret areas and the hidden boss battle.

Anchor
Orbs

Twilight
Venom

Elevator



Freeze the blocks in this collapsing bridge to get across safely.



Use Freeze Ray to extinguish the two torches here and open the nearby sealed doorway to area 11.

Along Comes Carol

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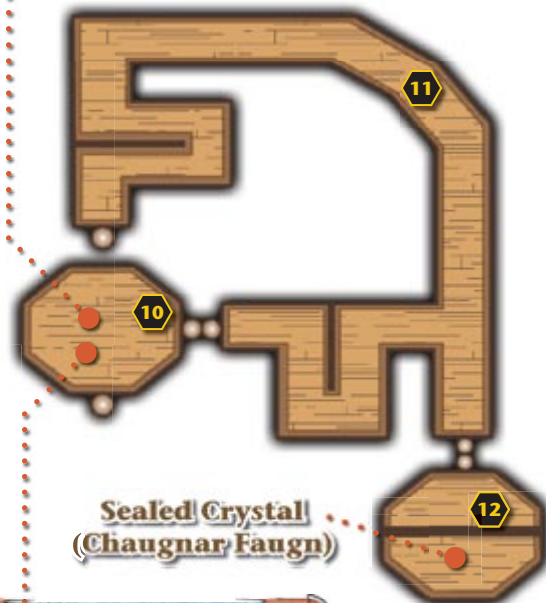
Girl with a Ribbon: Wh-who are you people?



Dean: We... well, we sort of got stuck in here.

You meet a strange new companion lost in the temple, seemingly in the same boat as your party. She's a timid one, this Carol, so be careful not to spook her. After an entertaining first impression, the group convinces Carol to help find a way out and she joins the party, but not before stumbling onto a switch, taking her and Dean for a ride to the roof on a stony elevator—right into the waiting grasp of Twilight Venom.

This is a fairly short section of the temple, but for later visits, note the currently inaccessible area 9 control room.



Sealed Crystal
(Chaugnar Faugn)



Shoot the normal wooden crates here to make steps up to the top platform. Be careful not to shoot the darker explosive crates or you'll blow everything up.

WILD
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TEMPLE OF REJECTION

Boss Battle-Twilight Venom

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Twilight Venom (Boss)	19	2,170	0	382	764	Weak	1/2	Absorb	—	325	307	197	207	217	180	227	128	207	Antidote	Cordyceps	Flying



Use fire buffered attacks from the fire ley point against this flying boss. Avoid the wind ley point altogether, as Venom will only absorb the potential damage inflicted as healing.

Your main concern here is avoiding excessive damage from the Harmful Wave attack that poisons HEXes, so Antidotes come in very handy during this battle.

It's just Dean and Carol, so play smart. If Dean has the Sword Medium equipped, use Crush attack regardless of where the Venom is currently located to inflict massive damage on its feathered hide!



Use the Freeze Ray to freeze the water coming out of the statue's mouth, forming a makeshift stairway to the top of the platform.



Shoot the wooden crates here to make steps up to the platform above where the door switch must be activated.



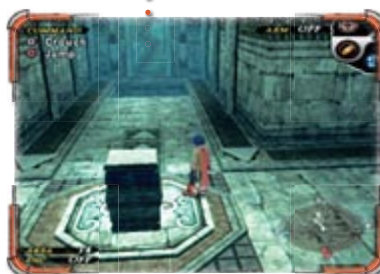
Freeze the water coming out of the fountain to climb up to the top of the platform and access the chest.



The floor switch here lowers the wall barrier blocking access through area 15.



Extinguish all three orbs with the Freeze Ray to open the sealed doorway ahead.



Turn the wheel so the arrows point to the south to access the blue chest in the hole in the floor. After you get the treasure, turn the wheel in small increments so the room spins only 90 degrees at a time, and open up the western door.

The Girl from a Golem's Arm



While exploring the outer walkway, Carol becomes curious about Avril and how she lost her memory. Dean steps in to tell the story and possibly just confuses the issue—Carol may just be too young to understand such adventure.

From area 11, have a quick look in area 12 to the south. On the other side of the large block is a Sealed Crystal that you can revisit much later in the game. The trapped

essence of Chaugnar Faugn resides within—an enemy so great that none but the best warriors stand a chance of defeating him! For now, you'll just have to continue past this battle and pretend it isn't there.

-NOTE- Due to the temporary passageway blockage in area 15, you're forced to head west from area 14 to continue through the temple.



TIP

After the battle and the resulting scene, remove Carol's medium immediately, as she's about to leave the group temporarily.



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Boss Battle—Fire Scutum and Water Scutum

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Water Scutum (Boss)	20	3,270	0	600	800	Weak	Absorb	—	—	305	295	185	190	212	95	310	178	214	Water Gem	Hi-Water Gem	—
Fire Scutum (Boss)	20	3,690	0	600	800	Absorb	Weak	—	—	295	305	265	182	230	105	248	210	197	Fire Gem	Hi-Fire Gem	—

The Scutums are not as physically imposing as many other bosses you've fought up until now, but don't let their appearances deceive you. They have a full host of physical and magical attacks.

Watch out for their Gather spell, which puts your party together and moves you off your ley points to one of their choosing. Keep the Fire Scutum off the Fire LP or its Cremation spell does an insane amount of damage! Similar bad things happen if the Water Scutum gets on the Water LP.

If they Gather you, cast Quicken to improve your turn rate and get more attacks in. These bosses don't heal themselves, but it can be a painfully slow battle whittling down their HP while they bombard you with their special attacks: Cremation and Hydro Pressure, both of which do excessive amounts of damage.

Keep your attacks very specific. Use gems or any items that are fire or water based against them. Try to occupy one of the critical LPs, fire or water, to focus on one boss and its inherent weakness at a time. Keep Carol in the mix so she can use her long-range attack that targets any HEX, which is handy considering these bosses' tendency to move you all around.

Be patient. This can be a long, drawn-out battle!



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Meanwhile...



Fereydoon reports to Volsung on the progress of his search for Johnny Appleseed. It seems the Radicals now know of Dean's efforts to find the same person, whoever it may be. Volsung mentions something known as the TF system and the assumption that the humans are unaware of its existence.

Return to the Temple of Rejection

Should you wish to return to the Temple of Rejection at a later date when your party has sufficiently leveled up and acquired the following items, a few challenges await, including the optional boss battles with the local Sol Niger and the intimidating presence of Chagnar Faugn.

Prerequisite Items

- Fire Bullets
- Freeze Ray
- Anchor Hook
- Duel Sign

RETURN TO GOUNON



Back in Gounon, more drama unfolds and you learn what happened with Greg in the past. Greg rejoins the party at this point (if you agree when you leave town) and the adventure continues on your quest to reach Laila Belle. However, before leaving town, stop at the store and restock anything you need.

When you're done in town, leave for the field. With Greg in the party you can head to the train station at Orsaeos, on the far east side of northwestern Filgaia.

Sidequest-A Thank You from the Mayor

Before you leave Gounon, speak to the mayor again inside Appleseed Winery to receive his thanks and a nice reward: a Black Medium and a 5x Revive Fruit.



Boss Battle-Chagnar Faugn

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Chagnar Faugn (Boss)	89	350,000	0	180,000	13,000	1/2	Absorb	Weak	Resist	2,342	1,834	712	631	397	639	749	309	681	None	Castle Wall Badge	—



Once you've activated the water works in the control room (area 9), you find water flowing from the alien statue here. Use Freeze Ray on it to climb up and over to the treasure and the Sealed Crystal.

Sealed Crystal battles should never be taken lightly. Your team's average character level should equal Chagnar Faugn's level, at bare minimum, if you're going to stand a chance in combat against this ancient foe.

Chagnar is more susceptible to magic attacks than physical ones, especially anything boosted with bonuses from the wind LP, because wind is his primary weakness. Hi-Vortex Gems, Heavy Crush, and similar items and abilities cast from the wind LP should do massive damage to this beast. But given Chagnar's incredibly high HP, it's going to take a long time to whittle him down to size.

Intense, high-level healing is required many times during this fight, with everything you can muster from force abilities to Holy Berries and Full Revive Fruits.

Use Original Commands that boost your turn rate and DEF when available, while trying to reduce Chagnar's as well. The more turns you get in before he acts, the higher your chain-combo bonus is, and you must inflict as much damage as possible during your successive turns.

Chagnar may resort to trying to Gather your group together (which does nothing if you're already grouped in the wind LP), and tries to lock you out of other HEXes (which also does nothing if you're already where you should be). Beware his Stampede and Stampede Level 3 attacks that can kill you outright should they connect.

Good luck!

ORSAEOS TRAIN STATION



Travel east toward the Temple of Rejection, then follow the elevated tracks east rather than turning north toward the temple, and you'll eventually come to the train station.

Inside, you get a surprise visit from Chuck, who's still after Greg. After a small twist during the train ride, Chuck leaves, but not without

giving the party a parting gift: two blank mediums!

Upon arrival at Provectas Station near Laila Belle, leave the station and head outside. The city of Laila Belle is near the map's center; check your world map for directions. The path that parallels the train tracks heading east leads you right to the city.



LAILA BELLE



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Inside the city, the scenery is beyond anything you've seen in the Filgaian outback. Televisions everywhere, bright lights, automated moving paths; the only specks of dirt in the city are coming from your boots.

Spend a few minutes collecting the treasure hidden around the streets of Laila Belle, then head to the Golem Hunter's Guild in area 2.

Treasure Summary			
Area	Container Type	Item Name	Description
2	Chest—Normal	Lucky Card	East end of area 2 behind golem
2	Chest—Normal	4x Duplicator	East end of area 2 behind golem
2	Chest—Blue	3x Potion Berry	South end of area 2 behind golem
2	Chest—Blue	Quicken Golem Command Piece	South end of area 2 behind golem
1	Glint	Neutrino Medal	In a planter surrounding the fountain in the middle of area 1
1	Chest—Normal	3x Hi-Vortex Gem	Northwest section of area 1
1	Chest—Normal	3,000 Gella	Northeast section of area 1
2	Chest—Blue	Comet Mark Badge	Northeast section of area 2

Treasure Summary

Area	Container Type	Item Name	Description
3	Chest—Normal	Gella Card	Chest in the Golem Hunter's Guild, in the far right side of the room past the parrot
3	Glint	ATK Apple	In the plant right behind the parrot

Look for the doorway to the Golem Hunter's Guild in area 2. Talk to the front desk clerk inside to learn that a test is required to join the guild as an apprentice: you must clear the town of Mithysmere of the monsters that have taken up residence there before the guild will consider you qualified for entry. After the scene ends, you're free to explore the guildhall. In the room's far right, find the chest containing the Gella Card.



Sidequest—The Red-Cheeked Parrots' Dream

Talk to the Red-Cheeked Parrots to learn of their optional quest. If you've collected all the Neutrino medals we've pointed out so far, you'll have enough for at least one of their objectives. Refer to this sidequest's full description in the Tour of Filgaia chapter.



Laila Lai has a very well stocked shop in the guild. Stock up if necessary. There are new ARM parts and armor for everyone here.



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You can just barely see the glint of treasure in the last bush, right behind the Red-Cheeked Parrot. Examine the bush (climb on top of the planter if necessary) to collect the Attack Apple.



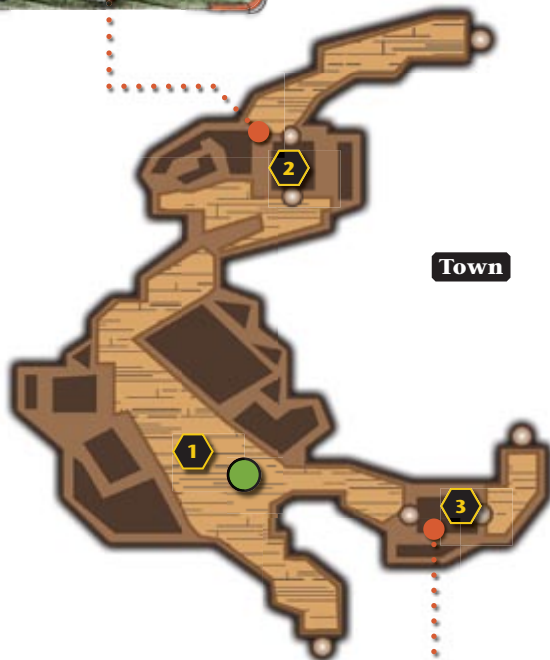
When you're ready to go, leave the guild through the doors at the top of the stairs. There is nothing else to do in Laila Belle right now, so leave the city through area 2's west exit and get back out into the field.

MITHYSMERE

also see Canyons map on next page



Jump up on the switch in the room's center. This is a new type of switch. You must jump/stomp on it to activate and open the door to the second half of area 1.



Town



Light the torch using Fire Bullets to open the sealed doorway in the east wall that leads to area 9.



Follow the elevated tracks and path south to reach the seemingly deserted town of Mithysmere. Once inside the city limits, the reception you get is nonexistent. The fact that people live here is truly amazing!

Head up the path to the north, but go west at the top of the path before going through the doorway to find a chest in the fenced-off area containing a prize: no wait, it's a Mimic! Continue through area 2 to reach the local caverns where the monsters await!



Treasure Summary

Area	Container Type	Item Name	Description
1	Mimic Chest	Dragon Fossil	In the north end of town (area 1) near the entrance to area 2



Grab the wheel and keep turning it until the drawbridge is entirely down. This allows access to the middle part of this area.



Lower the second drawbridge to get across to the other side of area 5.



Lower this bridge to reach the otherwise inaccessible ledge (approach it through area 6, not area 10.)



The group gets a feeling they'd better check where the last monsters were encountered (Lizard Men). Head back to the purple flames in area 10 and prepare for battle.



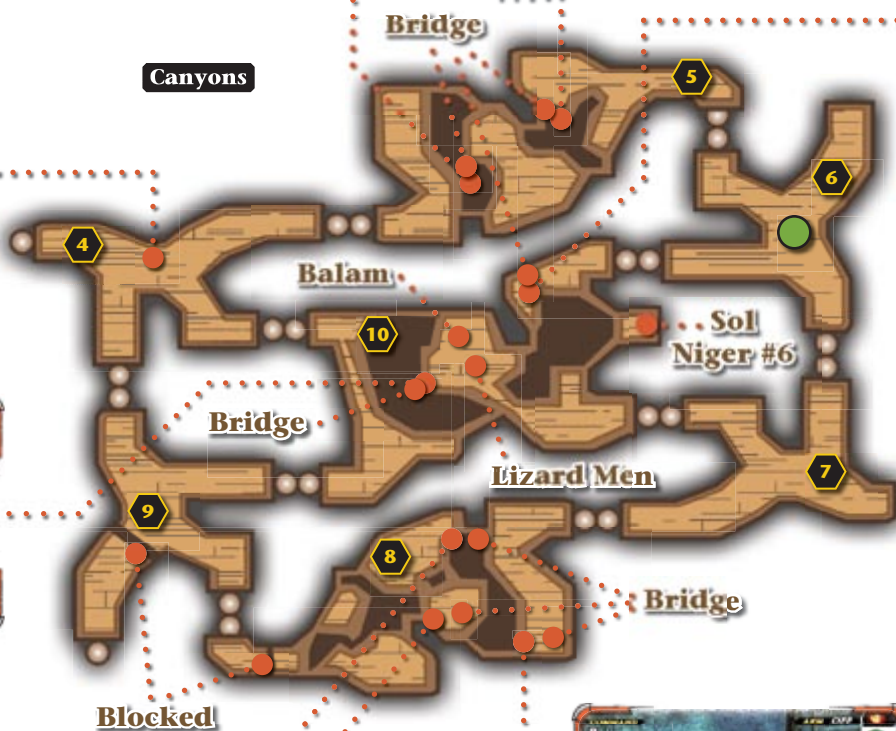
Lower the bridge in the middle of area 10 and head west into area 4.



Lower the third drawbridge that leads back toward the beginning of area 8.



Lower the second drawbridge to reach the far side.



Lower this first drawbridge to access the middle area.

Treasure Summary

Area	Container Type	Item Name
5	Barrels	Antidote
5	N/A	MP Orbs
5	Chest—Normal	4,500 Gella
6	Chest—Normal	3x Nectar
7	N/A	MP Orbs
7	Mimic Chest	Brave Guard Armor
8	N/A	MP Orbs
8	Chest—Normal	2x Duplicator
8	Barrel	Neutrino Medal
8	Barrel	43 Gella
9	N/A	MP Orbs
9	Chest—Blue	Rapid Shirt Armor
10	Chest—Blue	Hourglass Badge

Into the Canyons

The Mithysmere Canyons are where all the real action takes place in town. Luckily they're right out the back door. After collecting the one treasure in town at this point, head through area 1 into the badlands to clean up this town for good!

NOTE Was the battle with the Lizard Men too easy? Did it seem anticlimactic? It could feel that way because someone's trying to trick you. That wasn't the real boss in this area, but you'll have to pretend you're leaving to find out the truth—backtrack to area 4 to see what we mean.



After finally saving Mithysmere, Rebecca decides to stay with the group after having some second thoughts. There is a merchant in town now, at the top of the hill to the north. Visit him to restock

with any goods before leaving town and heading back out into the wilds of Filgaia and Laila Belle.

Boss Battle—4x Lizard Man

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Lizard Man (Boss)	20	1,472	0	150	412	Weak	1/2	—	—	325	225	132	290	277	107	268	197	206	Heal Berry	Potion Berry	—



These four Lizard Men shouldn't be too hard for you to defeat. Hit them hard and fast while they've doubled up in HEXes opposite your party. Remember, they're weak against fire, so if you have Fire Gems, now is a great time to use them! If any of them happened to move into the water LP, hit them hard with anything fire based for maximum opposites damage!

Don't use water based attacks because they just take half damage from them. Keep the group in the fire LP and use the elemental bonus against the Lizard Men whenever possible. From a distance, they'll use React Minus to affect your skills, but this gives you time to blast them with ranged Original Commands such as Blast and Crush.

Keep your healer at the ready. Their dominant attack is the melee Headslice, but they will mix it up with Heavy Crush occasionally, and they may even try to Gather your party. If you stay on the fire LP, this battle should be a sure and decisive victory!

Boss Battle—Balam

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Balam	22	4,388	0	2,140	1,890	1/2	Weak	—	—	422	315	354	207	239	196	382	197	387	Hazel Sprig	None	Reflect Physical Attacks



Balam is quite a tough opponent with a full host of physical and magical abilities and has the most complicated battle strategies you've seen so far. On top of quick movement via the Warp ability, Balam reflects all physical damage back upon the attacker, so you can pretty much ignore every physical attack in your arsenal and focus on attacking with magic only.

Balam is far from invulnerable though, with a very specific weakness against water attacks. Get in the water LP quickly or it may Warp there before you to prevent your use of it. If Balam makes it there first, use Original Commands such as Replace (Balam can cast Replace too!).

From a distance Balam attacks with powerful Crush, Heavy Crush, and Blast, which can inflict terrible damage. You may want to get up close and personal and brave its Rip to Shreds physical attack.

Meanwhile...



No wonder both factions started moving. I see, so this was the reason, huh? All of a sudden, huh...



That's Avril Van Fleur, no question about it.

A strange man in what appears to be a broadcast booth is watching video of your group! And he's got a strange fixation on Avril. He muses to himself, wondering if she'll be the promised savior of Filgaia or return as the dreaded Ice Queen!

The Return to Mithysmere



Prerequisite Items

- Fire Bullet Cartridge
- Duplicator

Explore the building at the east end of town (area 3). Inside you find nothing but an unlit torch—light it with Fire Bullets. This opens the sealed doorway in the east wall, allowing passage back to the previously blocked part of area 9, where you find a Blue Chest containing Rapid Shirt Armor. That's all there is for the return trip to Mithysmere.

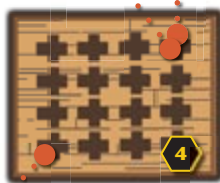
FBC NETWORK STUDIO



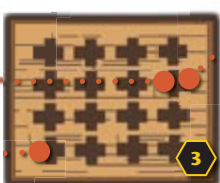
In the second labyrinth, face north from the start. Walk four doors ahead (to the last row), turn east, and go to the fourth door in the row. You end up on the complete opposite corner from the start. Go through the door to complete the stage.

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Exit



Start



Start

Door 3 - Logic Labyrinth



From the start, face north. Walk three doors ahead and four doors east to exit the labyrinth.

Door 2 - Minute Maze



Door 1

Door 3

Hidden Exit

2

Elebart

1

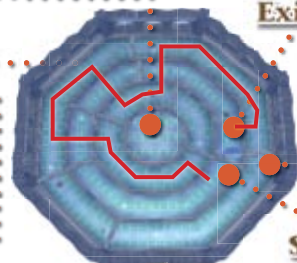
Gella is scattered around on the floor of this maze but don't waste time trying to collect it. Follow the route markers through the maze to the exit.

Ignore the chests in this maze; they're all illusions!



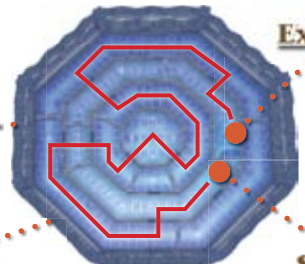
Collect the LVL Apple from the pottery here right at the beginning of the maze!

Exit



Start

Follow the marked route through this second maze to make it in time!



Exit

Start

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Nightburn



Igoronak

Door 1 - Odd One Out

10

9

8

7



Area 10 has four doors like the others, one on each wall. The difference here is that there is a pot by each door, and only one of these pots contains some Gella. Shoot the pots one at a time until you spot the Gella. Run through the door wherever the Gella is to complete this challenge!



In area 9 there are again four doors, each with a picture hanging above it. You have 30 seconds to find the odd one out, which in this case is the door with the picture that is different than the others: the door on the north wall. Go through to the final room.



In area 8, again there are four doors, one on each wall. To avoid a battle, proceed through the west door (note that it's the one door that isn't the same color as the other three); get moving!

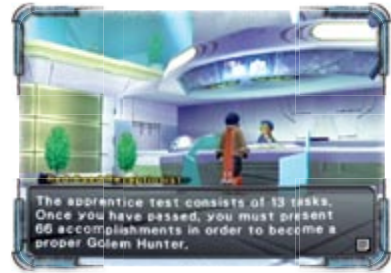


Inside area 7 are four doors, each with a pot beside it. You have 30 seconds to pick the right door to go through—the wrong door initiates a battle. To avoid the battles, go through the south door with the smallest pot beside it.

Treasure Summary

Area	Container Type	Item Name
10	Pottery	5 Gella
6	Pottery	LVL Apple

After you cleanse Mithysmere of its unnatural inhabitants, the lure of Laila Belle calls again. Report back to the desk clerk at the Golem Hunter's Guild, but you find they're far from straightforward to deal with. When hope for membership seems lost, the mysterious Duo arrives to make a special offer through the guild. Come to the TV Studio he says, to appear on a program he runs. When you're ready, leave the guild for the TV Studio in area 1 (the large double doors that were previously restricted).



Stock up on battle items and healing while you're in the guild. You'll be back in battle in no time!

TIP

On the Air



Inside the studio, you find out very quickly that it's all been a setup!



Boss Battle-Elebart

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Elebart (Boss)	24	7,570	0	2,030	1,200	—	—	Weak	Resist	390	520	387	210	275	127	377	215	270	Hustler's Dress	None	—

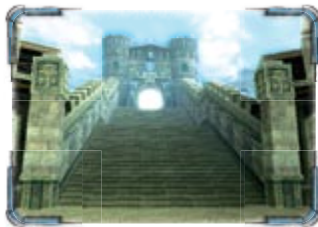


The wind ley point is invaluable against Elebart because it adds incredible buffers to your attacks against this huge earth elemental. Get two of the party inside the wind LP to use Combo Arts from there as well. A few characters casting Crush or Blast from the wind LP is enough to quickly bring Elebart down.

Elebart has a special Thunderstorm Watch preparation move it goes into for one turn; watch for this. Several turns later, it calls down a brutal Lightning Strike against one HEX. In the turns between Thunderstorm Watch and the strike, split up the party into adjacent HEXes so only one person takes damage, and cast protection spells or spend that time healing fully so the strike doesn't down you completely.

Use the Steal Item Original Command to attempt to take the special armor Elebart carries; also use Gella Cards and Lucky Cards to double your eventual payout from this high-stakes battle.

Extra Challenge



After the initial fight with Elebart, the only place to go is up the grand stairs toward the light. Inside, you quickly realize the party is in some sort of game show. Welcome to the main chamber for *Extra Challenge*, the FBC Studio program that pits you against various tests. If you fail one, you're immediately cast into a penalty battle. So pay attention, and follow the instructions closely!

Be sure to save your game every time you successfully complete one of the show's trials!



Doors 1-3 are labeled on the maps, and in this room they're numbered for our purposes from left to right.

Final Stage



The show isn't over yet! A few more loose ends need to be tied up first. Leave the game lobby through the now-opened hidden doorway and enter area 11. Climb down the stairs to the main part of the coliseum to learn about Duo's show, and suddenly you're thrust into another battle!

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Boss Battle-2x Igoronak

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Igoronak (Boss)	25	3,870	0	1,750	757	—	1/2	1/2	1/2	404	395	107	237	397	152	470	291	248	Antidote	Cordyceps	Flying



These two large flying toadlike monsters have a nifty trick to mix things up. Many times during the fight, they cast Replace from anywhere on the field. It switches them into your party's HEX and your party into theirs. It makes occupying a strategic HEX much more difficult and requires you to move often. Beware their Howl attack, which affects your DP (turn rate). Combat it with Quicken, or a similar move.

They have no resistance to fire-based attacks and every other environmental attack only inflicts half damage on them. If you can, get into the fire LP and use the added bonus to whittle down their HP. Physical attacks seem to work better against them than magical, but that still includes Force Abilities and Combo Arts, so you have some powerful tools to use against them. Use Sonic Vision to ensure a Critical Hit and deal some massive damage against their floating blubbery bodies.

Throw down a Lucky Card to get more EXP from these bosses, as their EXP values are fairly high.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

MITHYSMERE SICKNESS



Boss Battle-Nightburn

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Nightburn (Boss)	36	17,000	0	0	0	Weak	—	1/2	1/2	2,024	1,962	381	1,295	1,281	277	481	284	351	None	None	—



Once you finish off the two previous bosses, some very interesting events occur and you're thrust into a duel with Nightburn!

This event battle against Nightburn is not meant to be won—have a look at his stats! You may get one attack in, but as soon as it's his turn, his gun attack seals your fate.



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MITHYSMERE SICKNESS



Back in the streets of Laila Belle, some of the children from Mithysmere show up to tell you of Pastel's sickness. They request your presence immediately to see if there's something you can do. Run up to Mithysmere and check on Pastel; it looks like Zoot Syndrome.



The group decides to ask Persephone for their compensation from being on the show: they want medicine for Pastel! What they get is not exactly what they had in mind, because Persephone fails to mention that it's Veruni medicine and it likely won't work on a human.



Back in Mithysmere, Carol shows up just in time to prevent you giving the medicine to Pastel. It could be fatal! She tells the group of a Baskar shrine to the northwest,

where you can likely find a cure for Pastel. The group agrees unanimously; it's off to the Baskar shrine, otherwise known as Memorial Sanctuary.

NOTE

In the main street of Mithysmere, look for the wandering man, a Zoa Priest who can synthesize badges. He's one of the few people in all of Filgaia who can make powerful badges from lesser badges, for a price of course: 1,000 Gella each.

MEMORIAL SANCTUARY



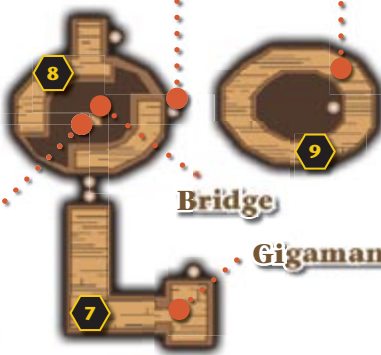
Climb the ladder here to get to area 9.



With the skylight above opened, the bridge across area 8 appears when you return.



Shoot one of the explosive crates with Standard Bullets so you can drag the other one onto the floor switch.

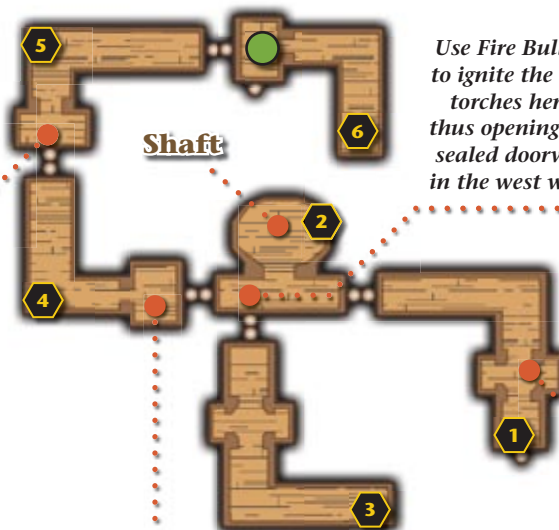


Bridge

Gigamantis



Examine the console here to gain a hint for solving the puzzle. Note that there are 12 mosaics on the wall; some are solid and some have beams of light shining through holes. Use your Fire Bullets to light only the torches between those mosaics with light beams shining through them (where stars hold hands). Four torches need to be lit to open the massive skylight above.



Shaft

Use Fire Bullets to ignite the two torches here, thus opening the sealed doorway in the west wall.



Ironically, "Dean" is the password for this security panel.



Drag the block onto the floor switch to open the nearby door.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

MEMORIAL SANCTUARY

Treasure Summary

Area	Container Type	Item Name
3	Chest—Normal	Fire Bullet Cartridge
3	Chest—Normal	5,000 Gella
3	N/A	MP Orbs
3	Chest—Normal	Dragon Fossil
3	Chest—Normal	Lucky Card
4	Pottery	473 Gella
5	Chest—Blue	Shooting Star ARM Part
6	Chest—Blue	Hazel Sprig Badge
8	N/A	MP Orbs
8	Chest—Normal	2x Duplicator
10	Pottery	Neutrino Medal
11	Chest—Normal	Gella Card
11	Chest—Normal	Gunstar Sign Badge
12	N/A	MP Orbs
13	Chest—Normal	Treasure Tone Badge
13	N/A	MP Orbs
17	N/A	MP Orbs
19	Chest—Blue	Muse Amulet Badge
19	Chest—Blue	Misty Soul ARM Part

The Baskar Shrine



The shrine is a short distance northwest of Mithysmere; it shouldn't take long to get there. Follow the tracks north then break off to the west through a narrow canyon.



Inside, Dean reminds everyone that there's no time to waste. You need to find the Baskers and their medicine, and get back to Pastel fast!

Boss Battle—2x Roper and Gigamantis

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Roper	26	2,240	0	428	564	Weak	1/2	—	—	308	361	124	291	347	179	323	163	268	Medicine	Cordyceps	—
Gigamantis (Boss)	26	8,540	0	1,210	1,000	1/2	—	Weak	—	422	381	307	217	177	187	427	252	232	Brushing Bomb	None	—

Ropers are weak against physical and fire-based attacks. Try to combine these two elements into devastating attacks against them from the fire LP. Ropers have a poisonous Noxious Stream attack that contaminates your HEX: when this happens, move the characters to another HEX so they can recover HP, or use Medicine to clean the HEX itself. This fight can be very difficult if you don't quickly remove the two Ropers from the equation: this tactic also prevents Gigamantis from using Hi-Heal on them.



There may not be a wind LP on this battlefield (unless you can cast Ley Change) so be prepared to sub in party members and experiment with new Force Abilities, Original Commands, and Combo Arts. Greg and Dean, or Rebecca and Greg have some excellent high-damage combos that shouldn't be neglected.

Up close, Gigamantis's giant insect bladed arms execute a horrendous Scythe attack that you should avoid at all costs. But if Gigamantis is close, you can heal party members and have them physically attacking its HEX too.

Use Quicken to speed up your turn rate and take down this boss a bit faster. Build up chain moves between characters and let them rely on the bonus damage from physical attacks.





The blocks here are frozen solid; use Fire Bullets to thaw them out and get them moving again. Time your jumps so that you're jumping to the next just as the one you're on disappears.



Light the torch at the gap to activate the hidden bridge.



11



The floor switch here opens the sealed passage between areas 11 and 12.



You need the Detector ARM upgrade to see the bridge steps leading up to the chest along the wall.



Light the torch at the gap to activate the hidden bridge.

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Light both torches at the gap to activate the hidden bridge.



Light the torch at the gap to activate the hidden bridge.



Use Fire Bullets to thaw out the frozen doorway and allow it to open.

Sol Niger #7



Elevator



Light both torches at the gap to activate the hidden bridge.



Use Fire Bullets to turn three of the orbs red, and Freeze Bullets to turn one of the orbs blue. Leave the last one untouched (white) and the elevator to the upper levels becomes unlocked.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

MEMORIAL SANCTUARY



Look at the direction the wind is blowing the flame to know the right exit to take to area 17.



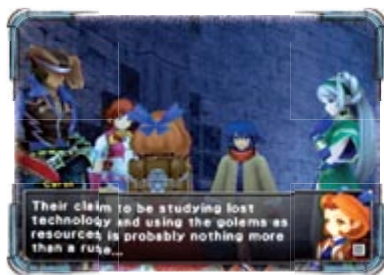
Light the torch and go through the exit that the torch's flame is pointing toward.



This one is a trick! Light the torch and note that the wind blows the flame into the room's northwest corner, where there is no exit! All doorways from this room are false; go to the northwestern wall and examine it to find a secret exit!

Filgaia in Trouble

A connection is finally made between the state of the planet's health and the Professor's research. Carol and Avril share some information with the group that sheds more light on just how dire the situation has become on the planet. But still, the Professor's motivation remains in question.



Continue through the sanctuary on your mission to find the Baskars!

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Boss Battle-Plague Beetle

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Plague Beetle (Boss)	27	9,900	0	7,052	2,150	—	—	Weak	1/2	544	457	297	341	138	177	382	222	343	Speed Skates Badge	None	—

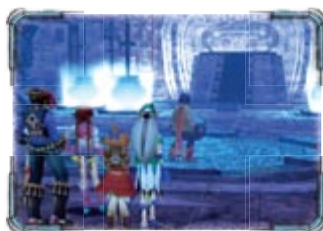
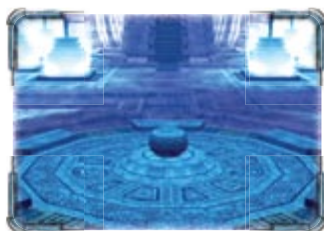


This is a very tough fight. The Plague Beetle's Epidemic attack contaminates all adjacent cells (take evasive action when you see the preparation move: Virus Breeding). The Plague Beetle attacks effectively from a distance with Crush and Blast and even sometimes uses the Hi versions of these Original Commands. Crafty use of the wind LP is essential for victory here, and use Vortex Gems if you have them.

Always be sure to cast both Gella and Lucky Cards to gain massive bonuses upon the Plague Beetle's defeat, but it won't be easy. If you have time, try stealing its Speed Skates badge.

Casting Ley Change can be beneficial if you're having a hard time getting on that LP. It's probably better to stay close to the Plague Beetle and chance its Blade Arm physical attack rather than be constantly bombarded by its ranged magic.

Good luck!



-NOTE- After the scene with the Baskars you may return to area 19 (through the secret door from area 18) to collect the treasure from the two blue chests: the Muse Amulet and the Misty Soul ARM Part. You have to go all the way around to get them, but it may be worth it! When you're finished here, return to Mithysmere.

-NOTE- Just before you leave Mithysmere, the local kids show up to give you some parting gifts: A 5x Duplicator, 2x Lucky Card, 2x Gella Card, a Level Apple, and the new Detector Cartridge ARM upgrade!

...continued



Volsung meets with Persephone and Fereydoon to discuss the use of the TF system. The apparent interference of the supposedly neutral Baskars irritates Volsung to the point where he considers sanctions against them, but Persephone hesitantly advises against that course of action. Fereydoon is bringing in Kartikeya for assistance, setting up what could be a confrontation with Greg in the future.

As we discover, Johnny Appleseed, whoever that may be, is the only one who can power up the TF system, hence the Radicals' extensive search!

Meanwhile...



The captain of the Moderates inquires on the activity at the Black Box but finds out instead that someone has attempted to start up something known as "Jotunheim." It seems the Radicals' plans are potentially devastating for the entire human Filgaian population. The TF system seems to be the power piece of this entire puzzle....



Elsewhere, Persephone meets with Duogrammaton and Nightburn to discuss the Ice Queen. They not sure of her identity yet, but all eyes seem to be pointing directly at Avril Vent Fleur. The fates are being tempted as to whether or not they will eventually favor the Ice Queen or Johnny Appleseed, but what are the implications for our heroes?



STARLIT PATH

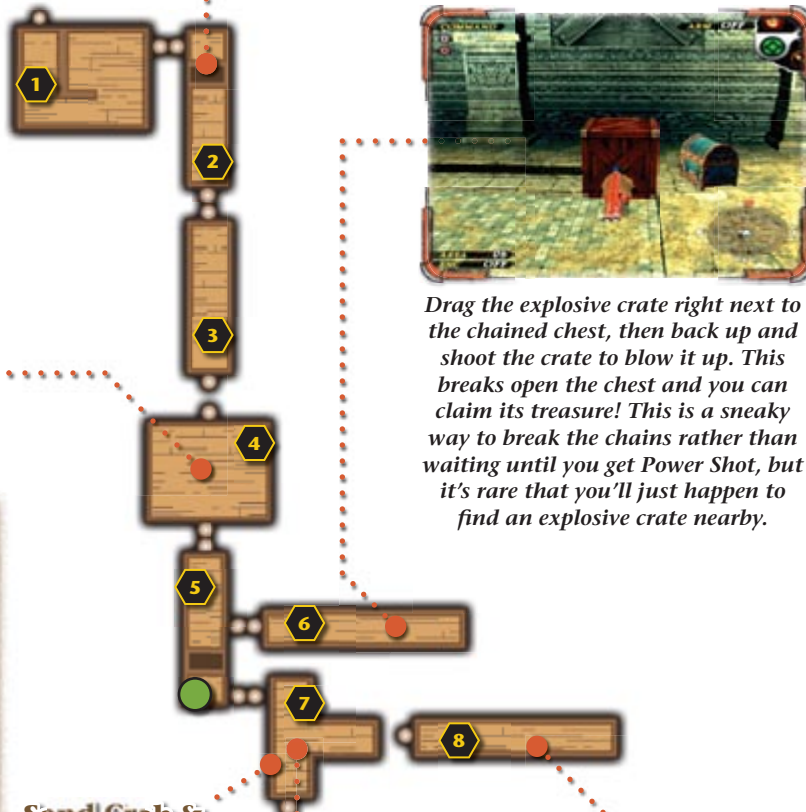
map continued on next page



The pattern on the wall shows one red light shining through. You must match the red dot to the correct unlit torch in the pattern at the bottom of the stairs and light the torch using Fire Bullets. In this instance, light the torch closest to the door in the south wall to unseal it.



Use the new Detector Cartridge to see the invisible bridge across this gap.



Drag the explosive crate right next to the chained chest, then back up and shoot the crate to blow it up. This breaks open the chest and you can claim its treasure! This is a sneaky way to break the chains rather than waiting until you get Power Shot, but it's rare that you'll just happen to find an explosive crate nearby.

Treasure Summary		
Area	Container Type	Item Name
1	Chest—Normal	Refrigerator Badge
3	Pottery	Break Gem
3	Pottery	Fire Gem
3	N/A	MP Orbs
4	Imitator Chest	Gella Card
4	Chest—Chained	Arctic Blade Badge
4	N/A	MP Orbs
6	Chest—Chained	Dragon Fossil
8	Chest—Blue	Nightmare ARM Part
8	Chest—Blue	Silver Sun Badge
9	Pottery	Neutrino Medal
9	Chest—Blue	Geo Amulet Badge
9	Imitator Chest	Ryan's Shield
11	N/A	MP Orbs
11	Pottery	Medicine
12	Chest—Normal	Lucky Card
12	Chest—Normal	Dog Leash Badge
12	Chest—Chained	4x Duplicator
13	Pottery	Potion Berry
13	N/A	MP Orbs
15	Imitator Chest	Hazel Sprig Badge
16	Chest—Normal	8,000 Gella
16	Chest—Blue	Muse Amulet Badge
17	Pottery	314 Gella

Sand Crab & Sand Stag



Use Detector to see and activate the hidden floor switch here; it opens the sealed doorway to the east.



Climb and jump the poles across the tops of the gates to reach the two blue chests at the far end.



Note the pattern on the wall here. Three red lights shine through holes that likely represent the locations of torches on the floor somewhere up ahead.



You must light four unlit torches at the same time to open the nearby sealed door to area 11. Drag the three explosive crates in between all four torches then back up and shoot one of them with Fire Bullets to cause an explosion. All four torches should light and the nearby door slides wide open!



This is the only hidden passage in the Starlit Path. Blow open the passageway with Power Shot to gain access into area 16.



At the top of a tall pole you can see a door switch mounted to the ceiling. Climb the pole and use Dean's head to push the switch at the top, then use the nearby second pole to access the balcony level.



Stand at the north end of the torches facing south and the locked door; this is the correct perspective when comparing it to the wall mosaic with the light shining through the holes. Light three torches so that the lit torches match the wall mosaic, then proceed through the opened door into area 14.



Hit three floor switches here and also one more at the top of the pole in the northeast corner to open the southern doorway.

Rhinoceros

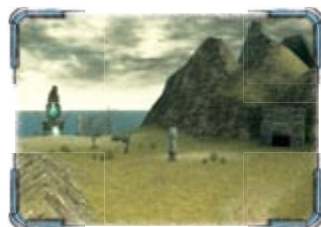
Sol Niger #8

Sealed Crystal (Super Grow Apple)

Mind If I Ask You a Question?



Not too far into the dungeon, Carol stops the group to inquire about the relationship between Dean and Rebecca; the results are entertaining but for all the wrong reasons, and Greg seems to be the only one who really knows what's going on here. Continue into the dungeon on your trek to Honeysday.



Fresh out of leads, the party decides to head for Honeysday with Carol to see if they can't track down some information on the Professor. But first they must descend into the depths again, through the Starlit Path.

The entrance to the Starlit Path is directly east of Mithysmere, but you must travel the long way around the water as it bends around an isolated island at the north end. Follow your world map and check your position as you go.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

NOTE Remember, you have the Detector Bullets now. Use them to reveal hidden treasures, passages, switches, orbs, etc. in all dungeons.

TIP Mimics and Imitators are usually worth a lot of EXP and Gella. Be sure to use Lucky Cards and Gella Cards to significantly increase your earnings from victory.

Boss Battle-Sand Crab and Sand Stag

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Sand Stag (Boss)	29	3,900	0	1,820	1,600	—	Weak	—	Resist	445	517	291	282	329	197	407	177	272	Sunlight Shadow	None	—
Sand Crab (Boss)	28	5,900	0	1,487	1,560	Weak	Resist	—	—	417	501	242	387	402	127	327	197	238	Raid Blaster	None	—



This is a very tough battle against two dangerous bosses: a Sand Stag and a Sand Crab. Right off the bat, move characters into both the water and fire LPs. Focus on the Sand Stag first because it can Ley Change and ruin your placement strategy.

Use water-buffered attacks and lots of physical attacks against the Sand Stag and eliminate it as quickly as possible. Its Stone Bullet ranged magic attack is as deadly as its melee Crunch.

The Sand Crab's weakness is fire, so the fire LP is crucial in inflicting as much damage as possible to this resilient creature. Again, physical attacks are a sure fire way to deal constant damage to it. Keep this boss off the water LP! But regardless of where it is, you're at risk of its devastating Maelstrom attack, so keep your best healer on the battlefield to constantly recoup from potentially deadly HP losses. The Sand Crab is also adept at Healing, and often heals the Stag, so focus on the Stag first to deal as much damage to it in the shortest possible time. Quicken helps immensely to improve turn rate and get in more attacks versus these two dominant bosses.

Boss Battle-Rhinoceros

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Rhinoceros (Boss)	30	10,200	0	7,800	2,340	Weak	1/2	—	1/2	521	490	414	385	287	171	401	127	258	Violent Vice	None	—



The Rhinoceros is a physically dominating foe but it has a well-defined weakness: fire-buffered magic attacks. Immediately group your party in the fire LP and start casting Original Commands such as Hi-Blast and Hi-Crush that are ideally inflicting at least 1,000 damage per shot, and more if you're working on higher chain attacks between party members. Wind attacks do normal damage but earth and water inflict only half damage.

The Rhino uses a brutal melee Stampede attack, but it holds its own from a distance too, with a ranged Crush attack as well as using Isolate to split up your party into different HEXes.

Before defeating it, don't miss the opportunity to cast down both Gella and Lucky Cards for sweet rewards.



A Glimpse of the Past...



A kind-eyed boy is being prepared to grow into the one person who can bring humans and Veruni back together—his father has taught him well. The boy is a half-breed, a child of Veruni and human parents, but he is bullied throughout his youth because of his unique heritage. One fateful day he enters a strange structure, filled with wondrous technology, and an ominous voice booms in his ears and fills him with enormous power....

Meanwhile...



Volsung stirs, as if from a waking dream; his loyal sentinel Fereydoon is concerned for his liege, given his current state of mind. The leader of the Radicals learns that Dean's party is heading for Honeysday and orders them watched. It seems Duo is already following them.

Return to Starlit Path

Prerequisite Items

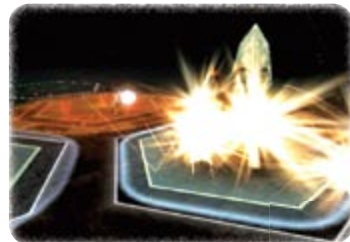
- Power Shot
- Duel Sign

Boss Battle—Super Grow Apple

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Super Grow Apple (Boss)	85	7,777	0	0	0	Weak	1/2	1/2	1/2	777	777	777	77	77	777	777	777	777	None	Growth Egg Badge	—

As soon as you access the Duel Sign upgrade cartridge for Dean's ARM, you must come here for this battle! Grow Apples are very hard to find, but the payoff is legendary! The more damage you deal in your killing blow, the more experience you receive after battle!

Use the fire LP to increase your damage, and get your chain bonuses up so you'll score huge damage on your killing blow. That all adds up to many levels gained!



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HONEYSDAY

Treasure Summary

Area	Container Type	Item Name	Description
2	Chest—Blue	Silver Moon Badge	Under the wooden walkway of the house near the store
2	Glint	Neutrino Medal	On the second story of the house near the store; around back on the other side of the balcony
2	Chest—Normal	2x Duplicator	In one of the chests behind the store
2	Chest—Normal	Dragon Fossil	In one of the chests behind the store
2	Glint	EVA Apple	Hidden behind the bush at the far end of the garden; southeast of the store



The party members are quite hungry after that trek, and they want to go for a nice meal. But it could be a while before they can enjoy home-cooked food again. Honeysday is plagued by creatures from the shrine to the east. You're going to have to help the town by cleaning out the shrine before you get dinner.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

DESECRATED SHRINE



While you're in town though, visit the Hometown Café to purchase some new items, stock up on valuable equipment, and collect the nearby treasures. When you're done in town, head for the Desecrated Shrine.

Sidequest—Humpty Dumpty Egg

This sidequest has a time limit, so complete it while you're in Honeysday so you don't forget. It's a quick trip to the Golem Hunter's Guild and back; no problem right?

Talk to the rascal near the store to accept the sidequest. When you've completed this delivery and collected your reward, you're free to continue to the Desecrated Shrine.

For complete details on this optional sidequest, refer to the relevant section of the Tour of Filgaia chapter.

★ DESECRATED SHRINE ★

see map on next page

Treasure Summary		
Area	Container Type	Item Name
2	N/A	MP Orbs
3	Chest—Normal	2x Duplicator
3	Barrel	Antidote
4	Chest—Normal	Gella Card
4	Pottery	Neutrino Medal
6	N/A	MP Orbs
6	Barrel	Revive Fruit
7	Chest—Normal	Dragon Fossil
9	N/A	MP Orbs
10	Chest—Normal	Lucky Card
11	Pottery	429 Gella
11	Barrel	Potion Berry
12	Chest—Normal	7,500 Gella
13	Chest—Normal	5x Medicine
14	N/A	MP Orbs
16	Chest—Blue	Stake Driver ARM Part
16	Chest—Normal	Moonstone Badge
17	N/A	MP Orbs
17	Chest—Blue	Emblem Vest Armor



From Honeysday, take the path immediately uphill to the west. It leads you far to the south, but it's the only way to access the narrow peninsula of land that leads to your target. Visit a traveling merchant along the path to stock up on anything you need before reaching the next dungeon.



Push/pull the two blocks into the holes in the floor and presto! The obstacle between Dean and the doorway disappears!



Repeat the process from area 12 here; when the blocks drop down to area 11, climb back down the ladder.



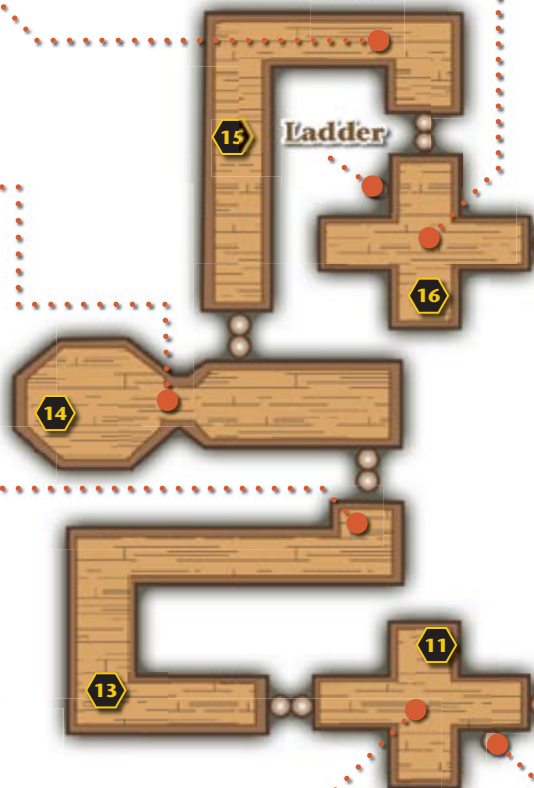
Don't be detected by these Gobs! Approach from a distance, just close enough to get a lock with Freeze Ray, then ice 'em!



Freeze two more Gobs in this hallway to get through undetected!



Blow up the explosive crate and the nearby Gob before activating the floor switch in the observatory.



Freeze Ray the Gob on the pedestal just before the exit.

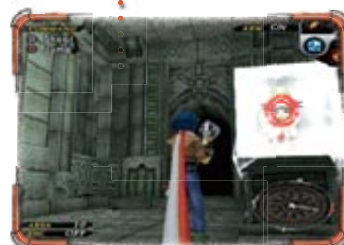
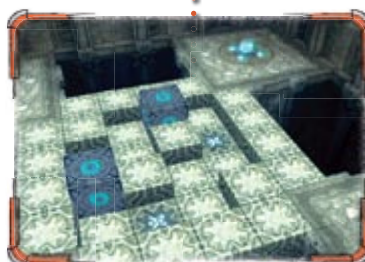
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After you've dropped the two blocks down from above, push them into the holes in the floor here. The two switches they activate remove the obstacle barring access to the west.



Drag the two blocks on top of the star-like shapes in the floor. Then jump on the floor switch in the corner of the room to drop the blocks down to area 11 below.



Freeze two more Gobs in this hallway to get through undetected!

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

DESECRATED SHRINE

Freeze the two Gobs on the pedestals before they spot you!



After the Gob boss fight, stay on the platform above area 2 long enough to shoot the blue orb switch ahead with standard bullets to open the lower door to area 10.



Shoot and destroy the explosive crate first. Then ignite the patrolling Gob with Fire Bullets to light the torch and unlock the gate.



Freeze another Gob on a pedestal here to pass by safely.



Shoot the explosive crate next to the Gob to blow them both up. Outside is the floor switch for the sealed doorway leading north.



The Gob here patrols around the pool in the center of the room. Shoot him with Fire Bullets to make him burst into flames. As he runs around the room, he ignites the torch at the other end and lifts the gate.

Light up the Gob with Fire Bullets through the chain fence. He runs upstairs to ignite one of the door switch torches, but there is another.



Back up from the wall far enough to lock on to the second torch on the upper level from down below. You may have to jump and fire to light it, but when it ignites, the gate swings open.



Be careful walking around this corner. There is a Gob impersonating a statue, and if he spots you, you'll be drawn into a battle! Sneak up on him and use the Freeze Ray to put him on ice!

Boss Battle-2x Shotel Gobs and Axe Gob (Boss)

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
2x Shotel Gob	32	2,520	0	611	204	1/2	—	1/2	1/2	472	336	267	272	335	257	487	257	292	Potion Berry	Mega Berry	—
Axe Gob (Boss)	33	6,300	0	2,500	2,040	—	1/2	1/2	1/2	505	491	315	290	337	178	487	205	263	Mega Berry	Smash Missile	—



This battle should be fairly straightforward if you focus on exploiting your enemies' weaknesses. The Shotel Gobs take only half damage from fire, wind, and earth, but they take normal damage from water attacks.

On the other hand the Axe Gob takes only half damage from water, wind, and earth, but normal damage from fire. Whatever attacks you choose should take full advantage of the local LPs.

Gobs attack primarily with the Reckless Charge, which speaks amply about their tactics. They also have healing abilities, so don't let this battle linger on and give them too many chances to regain health. Gobs also have terrible endurance, and occasionally you'll see them stop mid-battle to catch their breath. This means a free turn for you!

Boss Battle-Mister Oliver

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Mister Oliver (Boss)	34	8,350	0	8,500	2,700	Absorb	Absorb	Absorb	Absorb	527	512	271	402	265	272	472	167	347	None	Muse Amulet	Ley Recovery



Mister Oliver is the boss the Gobs were referring to, and he's not willing to negotiate for the stolen food! Mister Oliver can recover full HP by moving to any of the ley points on the battlefield. Split your party up and have one person in each of the LPs to counteract this formidable tactic.

Not only that, but he absorbs *all* elemental damage back as HP. So rely on neutral magic attacks or physical attacks from the LPs.

Carol is a good choice in this battle with her long-ranged shooting, as is whoever is carrying the Sea Medium for its healing powers. Surviving this battle is about endurance and keeping Oliver off the LPs.

Sonic Vision may prove to be a ringer against Oliver when he's in adjacent HEXes, but don't overlook any ability that offers similar critical attacks.

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NOTE

There are no hidden areas in the Desecrated Shrine to return to later.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

HONEYSDAY



-NOTE- Now that the monowheel is fixed, you can get around Filgaia much easier than on foot and you don't have to worry about random encounters!

After cleaning out the Desecrated Shrine, head back to Honeysday. In town, you finally get the meal you've been waiting for; but another issue arises. The party learns of Mt. Chug Chug, where all the townsfolk are taken to work in the mines. Stock up on supplies, and leave town when you're ready.

Meanwhile...



The captain is anxious to hear confirmation of the information they've received from the Baskars—and the Baskars are convinced they met with Johnny Appleseed recently! The Baskars have always striven to be neutral in political matters, but now they're proving it by making no attempt to capture her!

The status of Asgard is brought into question. It's functional but still missing its arm. The crew is still madly searching for it. The captain is adamant about finding Johnny Appleseed before the Radicals do!



On the way out of town you run into Chuck again, and the drama between him and Lucille and what's happening to the town becomes too much for Dean. After the meeting, Chuck decides finally to do what's required of him. In all the excitement the party decides to follow Chuck to Meisis Station to the northwest of town.



★ MEISIS STATION ★



It looks like you're off to Meisis Station. Call the monowheel to quickly travel northwest to the station from Honeysday. There you find Lucille being escorted by Veruni, and Chuck steps in to stop them. Chuck bites off more than he can chew, and it's up to you and the group to buy Chuck and Lucille some time to escape!

Teach the four Veruni guards a lesson. But before you can get away yourselves, Fereydoon, one of the four Veruni Sentinels, steps in to settle things.

Lucille steps in and practically saves Chuck's life after his defeat by Fereydoon. With the confrontation over, the group heads back to Honeysday to decide what their next step will be. It looks like you're off to Mt. Chug Chug.

Boss Battle-Fereydoon

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Fereydoon (Boss)	54	46,200	0	0	0	—	—	—	1/2	2,420	2,924	420	1,381	1,571	381	724	389	411	None	None	—



Fereydoon challenges the group to choose a representative for a duel to decide Lucille's fate: Chuck steps up to the plate. However, this is another event battle that you're not meant to win.

Consider for a moment Fereydoon's stats; just for fun, you may want to try to get an attack in before he beats you down into submission with his first attack, but he will invariably dominate this duel.

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★ MT. CHUG CHUG ★

see map on page 106

Treasure Summary		
Area	Container Type	Item Name
2	Barrel	127 Gella
2	Chest—Normal	Power Shot Cartridge
2	Barrel	Hi-Fire Gem
3	Chest—Chained	Gella Card
3	Chest—Chained	Lucky Card
5	N/A	MP Orbs
5	Chest—Chained	Lock-On Beat ARM Part
6	Chest—Normal	Item Scope Badge
6	N/A	MP Orbs
6	Chest—Chained	Arctic Blade Badge
8	Glint	Hi-Break Gem
8	Glint	Hi-Devastate Gem
8	Glint	Revive Fruit
9	Chest—Normal	2x Duplicator
10	Chest—Blue	Dragon Fossil

Treasure Summary		
Area	Container Type	Item Name
10	N/A	MP Orbs
10	Chest—Blue	10,000 Gella
12	N/A	MP Orbs
13	Sack	274 Gella
13	Sack	Potion Berry
13	Chest—Normal	5x Mega Berry
14	Chest—Chained	Princess Saber ARM Part
14	Barrel	Neutrino Medal
14	Chest—Normal	3x Revive Fruit
14	Chest—Normal	King's Crown Badge
14	N/A	MP Orbs
15	Chest—Normal	5x Potion Berry
16	Chest—Blue	Frey Amulet
18	Chest—Normal	Ebony Shadow Badge



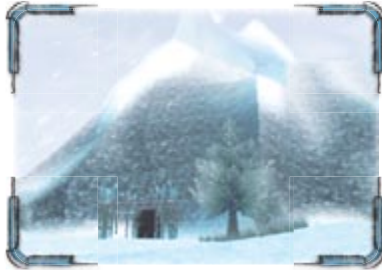
WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

The Keys to the Mountain

Jump in the monowheel and head south from Honeysday. You must go far to the south before you can skirt the tip of the mountain range and begin heading north to your destination—Mt. Chug Chug.

Upon your arrival inside the mine, you hardly have enough time to wipe the snow off your shoulders and help a hurt miner before being beset by a resident Kobold; prepare for your first fight of the dungeon!



Chuck shows up unexpectedly and joins the party, completing the circle of mediums and what seems to be a pre-ordained circle of those chosen to help Filgaia. All of the types of mediums in Filgaia are now represented in the group, together making you all a force to be reckoned with.

NOTE Upon defeating the Kobold you receive the Chug-Chug Key, giving you access to the areas beyond.

NOTE The primary objective in this dungeon is to get a mining cart from the bottom of the mine through the elevator system and up to area 2.

Boss Battle-Kobold

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Kobold (Boss)	36	8,500	0	4,900	2,090	—	—	Weak	Absorb	682	560	347	247	307	678	427	255	344	None	Arctic Blade	Hard



The Kobold is made of rock, thus it's quite susceptible to wind erosion. Get party members into the wind LP as soon as possible to start taking full advantage of the monster's weakness. Use any elemental buffered attacks aside from earth, which will heal it. Don't forget opposite LP attacks as well, if you're on wind and it's on earth, lay into it with Hi-Blast or similar spells.

It attacks with Rage, a double fist physical attack that inflicts a crazy amount of damage. It's a great idea to rely on ranged attacks, and avoid any adjacent HEXes to prevent it from using the Rage attack. That being said, it's very hard to stay out of range because it often moves to attack.

If the Kobold begins its preparation move Rockstorm Watch, it's time to take evasive action! Its upcoming Falling Rock attack can end this fight very quickly if you're caught unprepared; heal up or cast protection Originals to weather the oncoming storm.

Crush attacks don't work well against this rock-hard beast, so focus on using other attacks such as a wind LP buffered Hi-Blast, Sonic Vision, or Overhead Sorcery. Some physical attacks have absolutely no effect on the Kobold's hard carcass, so experiment with different magic-based attacks to find the most effective in combat against such a unique foe.



When you've finally finished moving the mining cart all the way into the northwestern elevator, activate the lift and head up to area 2.



The process of moving the mining cart from one elevator to the other is almost complete. Lower the cylindrical track lift when the mining cart is on the second, or more northern, of the two lifts. Then kick the cart to send it into the northwestern elevator.



With the mining cart now on the cylindrical track lift, turn the central crank to raise the lift.

Section 3

Sealed Crystal (Que Sera, Sera)



When the cylindrical track lift is raised and the cart is hoisted up to the upper tracks, kick the cart to send it careening through the two barricades in the south.



Use Power Shot to destroy the rocks blocking the passage.



The sealed passage to area 15 must be blown open with Power Shot.

Elevator From 13



After you've shot the track switch on the second level and changed the upper track alignment, approach the mining cart in the elevator and examine it to get it moving. It comes to rest on one of the cylindrical track lifts.



Turn the crank in the middle of the room to raise the two cylindrical track lifts. Climb up the westernmost ladder and walk along the elevated track to get to the southern end. Shoot the track switch (with standard bullets) from this side of the fence, changing the nearby track alignment for future use.

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When the mining cart is finally brought up in the elevator to area 2, examine it and send it moving onto the first track lift.



Near the end of the process with the mining cart on the first of the track lifts, turn the lift crank to raise the lift to the second level. Kick the cart to get it moving and thankfully it goes all the way around the upper track on its own without any further steps. Follow the cart through the broken barrier to reach the far side of the cave.



Kobold

Section 1



Luckily there is an explosive crate right next to this chained chest. Shoot the crate and claim the treasure in the chest. You can open the other chest here in area 3 when you get Power Shot later in this dungeon!

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

Ultimately your goal is to free the miners, but for now you must leave them where they are. The treasure glints are in the cages behind the miners and can't be accessed until you've unlocked the cages.



Jump stomp on the switch here to unlock the cages below and free the miners.



Stand on the floor switch to open the gate at the other end of the room. It remains open as long as you don't step on any of the yellow floor switches between you and the gate. Jump carefully between the rows of yellow switches to the other side.



The door to the isolated area 10 is on the middle level in the north wall.



Activate the elevator with the mining car inside it with you; the elevator goes up to area 14.

Kick the mining cart here along the tracks and into the elevator.



Large rocks block this exit from area 9. Return here when you have Power Shot to destroy them and gain access beyond.



Nightburn

Section 2

Cages



Elevator To 14

Section 4



The floor switch here opens the gate in the fence at the opposite end of this chamber. Don't step on the yellow switches or the gate slams shut and you must start again!



Destroy the large rock blockage here with your Power Shot to allow passage beyond.

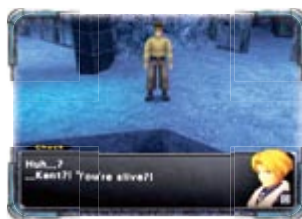
Boss Battle—Chaos

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Chaos (Boss)	36	11,500	0	5,800	2,450	—	—	Absorb	Weak	563	591	427	382	377	307	451	318	467	None	Sniper Fang ARM Part	Flying



Chaos is a very intimidating enemy; however its appearance is worse than its abilities. It attacks physically with an impressive Triple Blow attack, but it seems content to fight from a distance using Blast, Hi-Blast, and Heavy Crush. This battle often becomes a Blast or Crush competition, with Originals being cast across the battlefield. It becomes a test of endurance and healing.

Chaos is weakest against earth-buffered attacks, so use the earth LP generously. Get your entire party on this LP and stay there for the whole fight. If Chaos then makes the mistake of moving into the wind LP, hit it hard with your Hi-Blast and take advantage of the bonus damage from opposite LPs.



Boss Battle—Nightburn (Mt. Chug Chug) and 2x Veruni Infantryman

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Veruni Infantryman	36	3,230	0	1,050	350	—	—	Weak	—	378	391	241	283	341	167	478	269	321	Potion Berry	Mega Berry	—
Nightburn (Mt. Chug Chug Boss)	36	10,500	0	4,750	1,500	Weak	—	1/2	1/2	601	561	381	295	331	177	581	284	418	None	Fast Gunman Badge	—



Finally! A chance to humble Nightburn on more even footing! Nonetheless, this is a difficult battle, and it takes some careful calculation to emerge victorious.

A strong overall strategy is to get the entire party into the wind LP and focus on utterly destroying the two Veruni Infantrymen, using their weakness to wind against them to the fullest. They are healers too, so maximize the damage and compound it into the least number of turns possible with abilities such as

Quicken or by affecting their turn order directly (such as with Avril's attacks).

If you're stuck playing too defensively, use something such as Invincible, cast right before your last turn when the enemies have three turns in a row. This tactic keeps you healthy throughout the enemy onslaught and ready to go on the offensive on your next turn.

You'll undoubtedly need a lot of healing during this fight, but it's entirely possible to gain a decisive victory here. When the Infantrymen are down, focus on Nightburn. Cast Ley Change and suddenly the wind LP turns into a fire LP, and Nightburn's definitive weakness is to fire! Cast Quicken, or increase your turn rate any way you can. Use Hi-Blast and Hi-Crush from Fire LP, Fire Gems, combo chain bonuses, Invincible, Avril's DP attack, and Combo Arts. Throw anything you have down on him to finally teach him some humility!



Nightburn can't seem to take a hint, so you have to prove your point with a bit more conviction. He challenges Dean to a duel after the group puts him down, and there's no way Dean will let this opportunity slide.

Boss Battle-Nightburn (Duel)

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Nightburn (Mt. Chug Chug Duel)	36	5,500	0	10,000	2,000	Weak	—	1/2	1/2	501	421	361	375	341	157	561	264	298	None	Power Booster ARM Part	—



Because he just got his butt kicked, Nightburn's stats are slightly lower this round, but he's still not a pushover. During this fight, he can heal himself as well, so be ready to go on the offensive as soon as he tries to recover his HP losses.

Your strategy in this fight varies largely on with the medium you've equipped Dean with. In light of this, the recommended strategy ignores your current medium.

Stay in close around or in the fire LP to take advantage of Nightburn's fire weakness. Use any Fire Gems or Hi-Fire Gems against him, while keeping your health as high as possible to ward off his powerful shooting attacks. If he makes the mistake of walking into the water LP, don't miss the excellent opportunity to punish him with fire LP magic!

-NOTE- After Mt. Chug Chug, you get the pass for the FX Express. Now you can ride the trains freely!



Nightburn never would have believe he could be beaten by a mere human. As it turns out, Nightburn's persona is nothing like the real thing: it's an illusion created between him and the Veruni! Dean is surprised to learn that his hero was once like him, wanting to get over the wall between the humans and the Veruni, but alas, tragedy struck him down and left him powerless and alone against his fate.

In the events to follow, Nightburn is left behind, maybe for good.

-NOTE- You haven't gotten a chance to collect the treasure in the miner's cages yet. Go back into the mine to collect any outstanding valuables.

The Return to Mt. Chug Chug

Prerequisite Items

- Duel Sign

There is little to return to under the mountain, but one small sealed passage in area 15 remains untouched. Return when your party is at an average level of no less than 90, with a full complement of rare badges. Now that the elevator is operational, you can move quickly from area 2 to area 15 to claim the prize hidden away under millions of tons of rock. However you must first achieve victory over the unique presence contained within the crystal!



Boss Battle—Que Sera Sera (x3)

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Que Sera Sera (x3)	83	95,680	0	60,000	4,500	Resist	Weak	—	Weak	1,527	1,858	495	318	439	262	791	543	642	None	Full Revive Fruit	—

This is a brutal challenge against three of the most uncharacteristically tough bosses in the entire game; in fact we recommend leaving this fight until one of your last to allow your party to level up as high as possible before attempting to take them on!

Que Sera Sera are weak against water and earth, and your use of those key points will undoubtedly prove the winning element in this battle. They have incredibly high HP, so if your attacks are doing any less than 10,000 damage each turn, don't expect to win this fight.

Try to keep them out of the LPs while you gather your troops into the earth or water LP for strength in numbers. Oddly enough, all their attacks share the same name so you never really know what's coming next.

Improve your turn rate by any means necessary—it's crucial in this battle. Weaken their stats while improving yours through crafty use of higher level Original Commands and personal abilities, especially ones that give innate LP bonuses.

The true ringer in this fight is having a few characters equipped with Sword Mediums and Dual Cast badges. If you can Gather the Que Sera Sera into one HEX (even more ideally the opposite HEX you're on) and get sequential Hi-Blast or Hi-Crush Originals cast, the damage you'll be doing will impress everyone and quickly turn the tide in this tough battle!



HONEYSDAY

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After the events at Mt. Chug Chug, the group returns to Honeyday and a surprise visit from Duo who was apparently waiting for them. It seems Duo has been covering your progress since you left Laila Belle and reporting it to all of Filgaia—including Dean's resolution to change the world!

Duo conveniently informs you about the town of Twelbit, which may aid your search for Johnny Appleseed, but the question is,

should Duo be trusted? You'll never know unless you try! Head to the train station nearby for the first leg of your journey to Twelbit.

Meanwhile...



Volsung and Fereydoon watch one of Duo's broadcasts from FBC showing the young band of heroes. Their discussion turns to Johnny Appleseed traveling with the group: are they referring to Avril?!

Kartikeya is dispatched to watch the party quietly and attempt to capture Johnny Appleseed. Volsung mentions a special tool at Kartikeya's disposal, however what that may be is uncertain.

Persephone arrives to inform Volsung of the collapsed mine and her intention to begin a search for Nightburn, whose body hasn't been located. The link between Persephone and Nightburn is illuminated, yet Volsung is obviously uninterested in further search efforts.

NOTE

Now that you've collected Power Shot, Fire Bullets, Freeze Ray, and Detector you can go back and collect the hidden treasure from several locations in various dungeons. Refer to the treasure summary lists for items you've not yet collected, or scan the specific "Return to..." sections of certain dungeons.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

Sidequest Update

Now that you've gotten the FX Express pass, several sidequests open up. Now is a good time to do some optional quests for both the experience and treasure. The quests that are now open include:

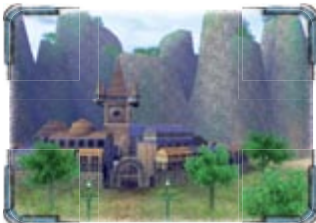
- #5 Delivery Boy
- #8 In Search of a Cat
- #9 The Handyman Needs a Hand
- #10 or #11 The Green-Haired Fugitive
- #12 Help Out the Apple Press
- #13 The Peon Dream Part 1
- #18 Pickin' Up Chicks
- #19 Nightburn's My Hero!

These optional quests can be completed mostly at your discretion, with a few time-limited exceptions. For full descriptions of the sidequests, please refer to the relevant section of the Tour of Filgaia chapter.



Meisis Station is just west of Honeysday. Talk to the conductor there to board the train and travel to Alcedonia Station (which is a new region of southwestern Filgaia). Twelbit is just west of the train station.

TWELBIT



Twelbit is a very affluent town filled with elite Veruni. Duo warned you to be on your best behavior here, but what that means remains to be seen.

Explore Twelbit and restock on supplies, because you'll be heading out again very soon. Collect a few scattered treasures, and when you're ready, approach Lucille in area 2 to learn of the next objectives.



Chuck is quite hesitant to approach Lucille, but there's no way Dean will let this pass. The party learns that Lucille's employer, Lady Diana, is apparently a human sympathizer and

she's likely not the only one who thinks humans should strive for independence from the Veruni. Lady Diana has taken ill, and given the strict Twelbit social codes, the party can't get in to see her without bearing some type of gift and also by pretending to be Veruni!

First you're going to need to find a gift. Lucille mentions that there is a rare flower that grows in the southern desert, Le Ciel Bleu; it's Lady Diana's favorite flower. If you could collect one of these flowers, you may just be able to gain entry to Lady Diana's estate.

The Southern Desert



Travel due south into the scorched wasteland known as the southern desert. Using the monowheel is a great idea if you're in a rush, otherwise the many encounters barring your progress to the oasis can help rack up the EXP.



The oasis is marked on the world map, but not by the telltale white circle you're used to. Just look for the palm tree and water in the south. You can't miss it. A short wooden wharf crosses the water to an isolated tiny island in the center of the oasis. Perform a search on the island to find the glint of something valuable, then examine the glint to find your flower: Le Ciel Bleu.

Now return to Twelbit and find Lucille at the gates to Lady Diana's estate.

NOTE

The exact coordinates for Le Ciel Bleu are X: 31300, Y: 17800.

Sidequest—The Ghost in the Fountain

When you return to Twelbit after getting Le Ciel Bleu, another sidequest becomes available and can be completed immediately. Refer to the relevant section of the Tour of Filgaia if you want to complete the quest now.



RYGS MANSION



During your enlightening meeting with Lady Diana, Fereydoon unexpectedly crashes the party. Forced to hide, the young heroes take refuge through a secret door and find themselves on the run in Rygs Mansion.

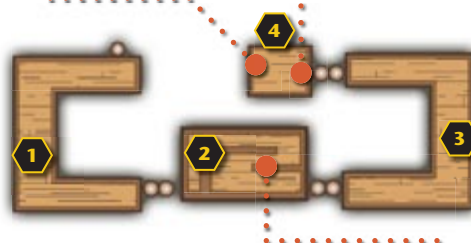
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The book spoke of an underground passage; look in front of the tall armoire for the section of tiles that sink under Dean's weight. Jump stomp them to open up the underground passage to the Isolated Path.



Read the Rygs Family Tree book on the dresser in the room's southeast corner for an important clue.



Use Power Shot to blast the chandelier. When it falls and distracts the guards, jump over the stairway railing to the eastern doorway below.



WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

ISOLATED PATH



Shoot the block through the fence with Power Shot to move it back until it sits on top of the floor switch and raises the gates.



Use Power Shot to blast the two blocks back one space and right onto the two door switches; this opens the doorway to the south into area 9.



Move the block out of the way, then turn the fan block around so the wind powers the windvane and opens the sealed doorway to the west.

Persephone

Sealed Crystal
(Rich Melchom)

Sol
Niger #11

Elbucky



There are two fan blocks and three windmill switches to activate. Turn the northern fan so it blows south and activates the two windmills in direct line with it. Then turn the second fan block to power the last remaining windmill switch to open the far doorway.



Turn the three fan blocks to blow north/south and all four windmill switches will activate.



Move one of the nearby wooden crates between the fan block and an unlit torch to prevent the wind putting it out when you light it. Use Fire Bullets to light all four torches and open the doorway in the north wall.



Turn the fan block so it's not blowing toward the torch. Then use Fire Bullets to light the torch and open the sealed doorway in the west.



Use Anchor Hook to target the far orb and pull yourself across the gap.

Treasure Summary		
Area	Container Type	Item Name
6	Pottery	Neutrino Medal
7	Chest—Blue	Fish Badge
8	N/A	MP Orbs
8	Chest—Blue	Cloak of Illusion Armor
10	Pottery	Devastate Gem
10	Pottery	Water Gem
10	N/A	MP Orbs
11	Chest—Normal	Lucky Card
11	Chest—Blue	Leather Jacket
11	Chest—Chained	Dragon Fossil
12	N/A	MP Orbs
14	Pottery	325 Gella
15	N/A	MP Orbs
17	Chest—Normal	Wing Amulet Badge
17	Pottery	Neutrino Medal
18	N/A	MP Orbs



Once you're down in the underground passage underneath Rygs Mansion, Persephone makes a surprise visit. She seems more concerned than she should be about Nightburn, and during the verbal exchange, things get heated between Rebecca and Persephone, to the point of them squaring off in battle against each other!

Boss Battle-Persephone

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Persephone (Boss)	53	45,200	0	0	0	Resist	—	—	—	2,344	2,422	388	1,400	1,571	321	583	381	442	None	None	—



This is another event battle that can't be won. You can try to get an attack off, but by the time Persephone has her turn in combat, it's game over!



Persephone wins a decisive victory over Rebecca, but, on the condition that the group shares information with her regarding Nightburn, she lets you leave while she deals with the approaching Veruni. Continue through the dungeon to find your way to the other end and escape!

Boss Battle-Elbucky

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Elbucky (Boss)	40	16,969	0	4,200	3,300	—	Weak	—	1/2	741	593	269	219	781	198	528	357	598	None	Nimble Dress	—

Elbucky is a giant cat with an interesting ability: Misery. This Original Command turns the afflicted people into cats and reduces their overall effectiveness in battle; cats can still move HEXes but that's about it. Peppy Acorns get rid of Misery status, as well as commands such as Dispel.

Like most cats, Elbucky has a strong aversion to water and is consequentially weak against all water-based elemental attacks. Casting Quickness on the party while in the water LP is a fantastic way to get the jump on turn order during this fight.



ISOLATED PATH



When Elbucky has been put down for good, the group reflects on their experience with Nightburn and what just happened with Persephone. There's much more to their story than meets the eye. The Veruni soldiers may be catching up, so haste is appropriate; it's time to get out of this dungeon as fast as possible!



Finally the party reaches the exit from the Isolated Path. They ponder the fate of Persephone and resolve to help her should she need it in light of her actions to help them.

Carol stumbles onto a train of thought that seems highly volatile for Rebecca, who wants nothing to do with that conversation, especially in front of "certain persons" in the group. After the group "meeting," head back to Twelbit to find Lucille at the Rygs Mansion gates.



Meanwhile...



The Professor is meeting with the Baskars and is apparently quite distracted by Carol's absence, enough so to completely take his mind off his important tasks.

The Baskars are well-focused on a discussion of the VR Factor, a poisonous compound in the atmosphere that may be rejecting Veruni physically, causing them to fall ill. However, humans seem able to neutralize it. An important key to the puzzle are the mediums. The Baskars still have little to go on regarding their original creation, but they do allow humans to draw on the powers of Filgaia and neutralize the VR Factor, which is a power that even the Veruni can't technologically harness at this point.

Again, the opposition's eyes turn to Avril Vent Fleur.

The Return to Isolated Path

A large section of the Isolated Path remains inaccessible until you've acquired the Anchor Hook upgrade. At that time, you may return to this part of the dungeon and claim the treasures therein.

Prerequisite Items

- Anchor Hooks
- Duel Sign

Inside this hidden away section, you come across the sealed essence of the Rich Melchom. It's a relatively easy boss to beat, so do this as soon as you get the Duel Sign upgrade to earn an immense amount of Gella.

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Boss Battle-Rich Melchom

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Rich Melchom (Boss)	85	5,555	0	0	0	—	Weak	—	—	555	555	555	55	55	555	555	555	555	None	Pocketbook	—

Melchoms enjoy being damaged; the more damaging your killing blow, the more Gella you're awarded after the battle. Thankfully it only has one physical attack, in which it beats you down with a giant Gella coin.

Get on the water LP and make sure your last attack does ridiculous amounts of damage. A Hi-Crush attack from the water LP that does about 3,000 damage should earn you roughly 20,000 Gella or more.



TWELBIT



Upon your return to Twelbit, find Lucille at the gates to Rygs Mansion. There you see her meeting with Fereydoon, and it seems they're becoming very good friends!

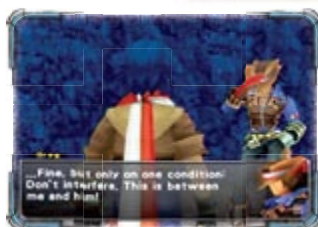
Fereydoon is remarkably calm toward Lucille considering that she let humans into Rygs Mansion, and he even goes

so far as to say he would have let them in if only she had told him they were her friends! The two of them leave to do some shopping together and Chuck decides maybe it's in her best interest for him to leave her to her apparent happiness with Fereydoon.

There is a natural break in the story now; you're left with no objectives to complete, but if you read the hints at a Memory Bird, it suggests you do some "Drifting" or some exploring and find out your next objective the hard way: research!

Now is a good time to complete any outstanding and active sidequests if you're so inclined. If not, get on the train and head to Cavam Valley Station in northwest Filgaia.

MIRAPULSE



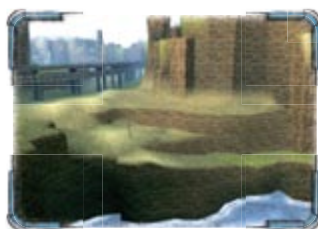
If you wander around long enough and talk to enough people, you'll hear numerous rumors of something going on in Harmonde, a city on the coast. It's not directly accessible, instead it must be approached through an underground path—the last unexplored underground path on the map.

Mirapulse is where you pick up a solid lead in the story. As soon as you set foot in town, the drama continues with the party overhearing a conversation between the sheriff and a local hunter, who has seen something that obviously disturbed him deeply. He tells the sheriff of a man with bloodshot eyes in Harmonde, and then approaches the group, desperate for someone to believe his wild story. Greg gets very intense immediately upon hearing of the man with a golem's left arm.

Stock on up on supplies, because you're heading for Harmonde!

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THE DECREPIT PATH



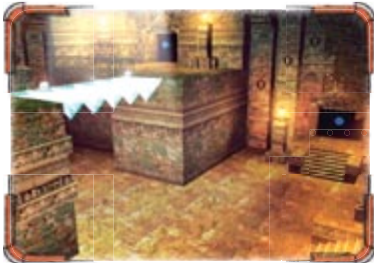
Southeast of Mirapulse, along the coastline, is a very narrow path that leads north along a cliff high above the sea. Follow the cliff-side path to reach the entrance to the Decrepit Path.

-NOTE- Follow the train tracks far to the south before cutting east toward the coastline to find the cliff-side path.

Treasure Summary

Area	Container Type	Item Name
1	Chest—Normal	Gella Card
3	N/A	MP Orbs
5	N/A	MP Orbs
6	Chest—Chained	Speed Queen Badge
6	Imitator Chest	Radical Denim Armor
8	Sack	Neutrino Medal
8	Chest—Normal	Dragon Fossil
9	Imitator Chest	Shining Dress Armor
9	Chest—Blue	Lucky Card
9	Barrel	Potion Berry
10	N/A	MP Orbs
10	Chest—Chained	12,000 Gella
12	Barrel	Hi-Vortex Gem
13	Chest—Blue	Castle Wall Badge
13	Imitator Chest	Hard Jumper Armor
14	N/A	MP Orbs
14	Barrel	Fire Gem
16	Chest—Normal	Heart Leaf Badge

THE DECREPIT PATH



There is no way to get to the second level here; you must travel through area 9 to continue through the dungeon. Use Detector to see the invisible bridge spanning the two balconies above, you'll come back to that soon enough.



Approach area 7 from area 6. Jump stomp the switch here to raise the first gate, then jump stomp the second switch in the middle to open the far gate. Drag the block onto the door switch to open the doorway to area 8.



Jump on the springboards to get over the high gates.



Use Detector to see the two invisible steps leading up to the second level.

Sealed Crystal
(Ape Man Junma)



This is a bit tricky, but once you get lined up properly, it's very easy. Stand back from the torches on the east end, just far enough to get a lock on both the left and right lines of torches. You must light the two torches that line up on the left with one Fire Bullet, and the two torches that line up on the right with one Fire Bullet. When all four torches stay lit the far door opens.



Use the springboard to jump up to the second level.



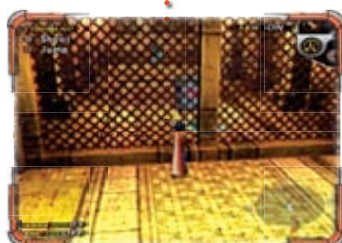
Toy Bomber
Toy Chopper
Toy Ripper



Ignite the two torches here to open the sealed doorway to the west.



Use Detector to see the invisible bridge across the gap.



Use the Anchor Hook to latch onto the block through the gate and pull the block onto the floor switch. This opens the gate and allows access into the rest of area 3.

A Call to ARMs



Not too far inside the dungeon, Avril stops to discuss something she's been pondering for a while. It doesn't seem to make sense that the Veruni would give humans ARMs, but Chuck does a good job of putting it in perspective. However for all of Chuck's experience, he's never seen ARMs like Dean's; in an intriguing twist, Avril reveals that the ARMs themselves chose Dean as their wielder.

With three Imitator Chests in this dungeon, you stand to gain several levels at least by using Lucky Cards during those battles!



The Sweet Smell of Revenge

Greg's trigger finger is getting itchy, and he's aching to scratch it on none other than Kartikeya; the man with the golem's left arm. The subject quickly changes to Dean and his ARMs; Carol remembers a Baskar legend telling of a dual-wielding Filgaian hero who appears when the world is in danger. Something about the account cues Avril's sense that she's heard it all before, but she has no solid memories that she can grasp just yet.



Boss Battle—Toy Bomber, Toy Chopper, Toy Ripper

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Toy Chopper (Boss)	42	8,780	0	1,600	400	1/2	1/2	1/2	Weak	481	570	327	311	401	197	528	315	275	None	Knight Badge	—
Toy Bomber (Boss)	42	7,970	0	1,400	350	Weak	1/2	1/2	1/2	550	511	512	421	287	181	497	321	304	None	Ninja Badge	—
Toy Ripper (Boss)	42	10,102	0	1,500	250	1/2	Weak	1/2	1/2	568	501	342	331	357	167	508	315	327	None	Rabbit Badge	—



These Toy soldiers have an intimidating arsenal of offensive and defensive skills. Together they are a formidable obstacle, but therein lies their most significant weakness: you must take away their strength in numbers. Focus intently on killing one opponent only, and ignore the other two. Who you choose is up to you, but use LP advantages. Pay particular attention to each boss's weakness. If they're gathered in a HEX, only one will take

focused elemental damage appropriate to his own weakness, and the others will just take normal damage.

You can Gather your party in one HEX and fight from there, but kill the Bomber before the ninth turn when he'll try to Isolate you all and take away your group benefits such as Combination Arts.

The Ripper casts Slow Down on a HEX to hamper your turn order, which is already sparse if there are still three of them in battle. Counter this by staying out of slowed HEXes and using Originals such as Quickness: be warned, they have their own version of Quickness as well and if they cast it, the three of them will systematically demolish your party from the frequency of their turn rates.

Regardless of which one you kill first, as soon as the first one is gone, their team strength significantly decreases, then you can Jump to appropriate LPs and pick them off systematically: work this angle and the fight will be yours eventually.

Boss Battle-Prisnum

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Prisnum (Boss)	43	28,500	0	14,500	3,200	—	—	Weak	Resist	602	567	392	272	327	351	541	327	614	None	Castle Wall Badge	Reflect Magic Attacks



Prisnum may look like a clown, but he's far from a comedic pushover. He relies heavily on his Gimlet physical attack but craftily mixes in the Psychedelicer in turns 5–6 and 9–10, so try to stay out of that attack's straight line trajectory during those turns.

Gather the group in the wind LP after casting Ley Change and use Prisnum's weakness to wind against him with extreme prejudice. By far the most limiting aspect of this battle is his ability to reflect all magic attacks back on his attacker. Refrain from using any Original, Item, or Force Ability or Combination Art that is magic based. Use physical attacks or physical-based abilities only!

Heavy Crush from the wind LP works very well against him, so be sure to incorporate this into your winning strategy!

All-Consuming Revenge



Greg's focus is becoming more and more intent on getting to Harmonde. Avril can't contain her curiosity anymore, and inquires about the meaning behind Greg's feelings and what he hopes to gain if he finally gets his revenge against Kartikeya. Avril's not sure if she's ever lost someone; somewhere deep inside there is a sense of loss, but it's vague like all other feelings she has. Greg's never really given serious thought to what he would do if he ever accomplished what he set out to do so long ago.

Leave the decrepit path for Harmonde, but remember that there is a Sealed Crystal boss here waiting for you much later when you're fully prepared!

Go and find Kartikeya in Harmonde and help Greg seek his revenge!

After leaving the Decrepit Path and before entering Harmonde, equip Sea Mediums on your top three fighters. The enemies in the upcoming battle have instant death attacks but the Lifesaver skill of the Sea Medium automatically nullifies it!



The Return to the Decrepit Path

Prerequisite Items

- Anchor Hook
- Duel Sign

This Sealed Crystal battle is better left until your party members are nearly godlike in level: as close to 100 as possible. You need access to every Medium ability and an entire host of the best armor, weapons, upgrades, and badges to win this fight against Ape Man Junma.

Boss Battle-Ape Man Junma

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Ape Man Junma (Boss)	94	280,000	0	185,000	13500	Weak	Resist	—	—	2,285	1,672	550	312	512	450	871	542	913	None	Muse Amulet	—



Just by sheer HP alone this battle is utter chaos. It's nearly impossible to defeat him, but with some perseverance you may just get it done.

Junma is specifically weak versus fire-based elemental attacks. You can't win this fight without relying primarily on fire and full use of the Fire LP (without it, the odds are even more against you). Before even attempting this fight, comb the landscape and all merchants for every Hi-Fire Gem

you can find, not to mention tons of high powered healing items such as Holy Berries.

Junma attacks in melee with Beast Blow, a powerful physical attack, but he also moves so fast that with two turns in a row he switches to ranged straight-line attacks such as Hydro Pressure.

continued on next page...

Boss Battle-Ape Man Junma (continued)

Gather your party in the fire LP quickly; use Ley Change if you have to or Gather or Jump to it.

Dominating the turn order and maximizing damage from all attacks is key to ultimately defeating Junma. Before even considering this fight, work on collecting the best equipment that increases your RFX, DP, EP and number of attacks. Multiple Dual Cast badges are mandatory, as is anything that increases your Critical Hits percentile.

HARMONDE



The town of Harmonde is a brief run from the Decrepit Path exit. Once you're in town, all hell breaks loose! Joseph is there, and badly hurt! Greg rushes to his father's side, but it may be too late! Before anything else happens, you're attacked by three Veruni Soldiers!

Treasure Summary

Area	Container Type	Item Name	Description
1	Glint	Neutrino Medal	On the front porch of the house near Periwinkle II General Store
1	Chest—Normal	Lucky Card	In the east end of the main plaza, near the broken lighthouse
1	Chest—Blue	Speed Skates Badge	Behind the small building on the docks
2	Glint	5x Duplicator	In between two houses as soon as you enter from area 1
2	Glint	RFX Apple	On the dock
2	Glint	Magic Pot Badge	At the end of the ruined pier
2	Chest—Normal	Gella Card	Slide into the large shrimp sign that's fallen down and blocked the walkway past La Crusta restaurant; the chest is around back



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Boss Battle-3x Veruni Soldiers

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Veruni Soldier (Boss)	43	9,700	0	2,020	1,210	—	—	Weak	—	365	378	357	232	347	127	526	342	309	Mega Berry	Holy Berry	—



This is another team battle that can be exceptionally difficult if you don't remove your enemies' numerical advantage. These three soldiers have much more powerful abilities than the previous one you've faced. Their Execute attack carries the added threat of instant death in turns 5–9 and their Ring Out attack temporarily traps affected characters in an alternate dimension.

Change to get a wind LP: now you're set! Wind is their specific weakness, so start stacking the LP bonus on every attack available, including Vortex Gems!

Let the soldiers come to you. It's likely they'll gather on the adjacent HEX to attack you with the melee Swing Down attack. Once they're grouped, hit them hard and deal massive damage to all three at once!

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

HARMONDE



Greg has finally found the man with the golem's left arm: Kartikeya! He is one of Volsung's four Sentinels and holds a terrible power over his foes; very few dare stand against him and none have bested him in battle!

Greg confronts Kartikeya, who enjoys provoking the situation even more by remembering none of Greg's story....

A Glimpse of the Past...



Greg recounts the story of the beginning of his lust for revenge for Kartikeya's sake; even just for him to remember before Greg collects on his debt.

Greg's son Ted was filled with such a noble spirit for one so young. It's really no wonder that Greg values Dean's friendship so much but still has such a hard time expressing it.

We'll never know if Ted would have grown up to be like Dean....



Greg's defeat at the hands of Kartikeya isn't the end of his story after all. The Sentinel wants to drive his point home and prepares one final swift and decisive blow. As Greg's own shotgun is lowered against him, someone steps in front to protect him: Ted...no, it's Dean!

Around Town

After the confrontation with Kartikeya, you're free to explore around town and see what, if anything, Harmonde has to offer after the Sentinel's destructive rampage.



Surprisingly enough, there are some treasures scattered about, so collect them. You can also complete an easy sidequest here. Visit the local General Store to stock up before leaving town.

Sidequest-Harmonde Charity Work

After Harmonde is destroyed by Kartikeya, speak to the charity coordinator to initiate her sidequest. She asks for money to rebuild Harmonde and in return gives you a special reward depending on the amount of your generous contribution.



The full details of this sidequest are available in the relevant sections of the Tour of Filgaia chapter.

Boss Battle-Kartikeya

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Kartikeya (Boss)	56	46,750	0	0	0	—	—	Resist	Weak	2,564	2,480	372	1,480	1,455	350	609	407	342	None	None	—



It's Greg's fight—he wanted it this way...

As much as you'd like Greg to win, this is an event battle that can't be won. If you're lucky, you might get off one attack before Kartikeya blasts you into humiliating submission.

All Aboard!



When you're ready to continue, find the nearest train station and make way for Orsaeos Station. During the trip Rebecca pulls Dean aside for some one-on-one time, but Dean's innocently determined to continually frustrate Rebecca just as she finally has the nerve to say something....

Suddenly a loud crash sends Greg abruptly running for the front of the train with Dean right behind him.



Something strange is going on here. Your train car seems to be the only one on the tracks now, as both the cars behind it and in front have vanished! As if that wasn't enough, the car you're in is hurtling down the tracks straight into the path of a giant golem!

The party jumps from the speeding car at the last minute, but getting free of the train crash is the least of their worries! The very same golem comes at them!

Boss Battle-Standard Model

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Standard Model (Boss)	41	18,500	0	9,345	3,870	Resist	—	Resist	Resist	651	603	481	127	171	264	521	291	414	Potion Berry	Full Revive Fruit	Golem

Chuck seems to be a natural in this fight, so swap him in if he's not already in your top three. Most physical attacks do well against this robotic foe and you can easily rely on regular Attack/Shoot commands to do consistent damage. Use RFX bonuses such as Quicken to get sweet turn rate increases and inflict rapid successive damage on the Standard Model by racking up chain bonuses (you should be able to get at least three- or four-part chains going).

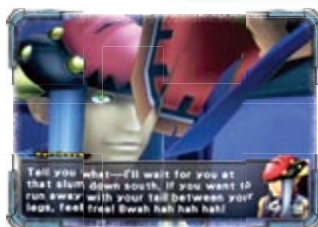


When the Standard Model executes its preparation move called Preparation Shockwave, do whatever you can to mitigate the oncoming damage in round 5–6 and possibly 11–12 as well. Jumping the group to another HEX after its preparation move usually works to escape its target HEX; you really don't want to get caught by its brutal Shockwave attack.

The Standard Model's one "weakness," the only elemental type it doesn't fully resist, is water! Keep at it with physical attacks and get on the water LP to make a big splash!

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LAILA BELLE



After the run-in with the Standard Model, the party is out in the wilds not too far from Laila Belle. They decide to head into town to restock and make plans from there. Continue into the city. Inside, you run into that mouthy Sentinel again. Greg wants nothing more than to blast him to pieces, and Kartikeya knows it: he challenges Greg to find him in Mithysmere.

Take your time in Laila Belle and restock whatever you need before setting out to Mithysmere. The road ahead is a tough one.



Meanwhile...



Fereydoon meets with Volsung to discuss the report of the golem's new power generator performance conducted by Kartikeya in Harmonde. Despite Fereydoon's disapproval, Volsung admits that the carnage wreaked by Kartikeya was precisely what he had in mind to test the golem's battle capabilities.

Much to Fereydoon's surprise, Kartikeya managed to make contact with Johnny Appleseed: Volsung expects his golem-armed Sentinel to be more of a success than his dutiful soldier who failed to apprehend Appleseed in Rygs Mansion.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

MITHYSMERE



The party wakes up in a prison cell; where exactly this prison is, they have no idea. Their immediate concern is Avril's noticeable absence from the team. Chuck says their captors treated Avril like royalty, and he figures she was working with them all along, but Dean and Rebecca likely know her better than Chuck does.

Kartikeya wants Greg to meet him in the slums down south. That can mean only one place—Mithysmere! Leave Laila Belle when you're ready, and follow the elevated tracks; you should know the way by now. Kartikeya is waiting in area 10 in the canyons behind Mithysmere. Make any battle preparations (such as equipment changes) before confronting him or it will be too late once the chain of events is triggered.

The party is attacked by Kartikeya's golem and rendered unconscious, and all while Persephone does her best to convince Avril to come peacefully. When the group comes around, they're in uncharted territory.

Meanwhile...



The captain of the *Mayflower* finds out almost immediately that Johnny Appleseed has been captured by the Radicals, the repercussions of which could spell disaster for all native life on Filgaia!

He knows right away what must be done: if the Radicals have Johnny Appleseed, he's just going to have to capture her away from them, and he's prepared to go himself if he has to!

A Veruni guard releases everyone from the cell and leads them into a huge chamber, complete with a massive golem! They can hear Avril but can't see her; she's above them somewhere surrounded by Volsung and a few of his Sentinels. Volsung isn't sure how much she remembers, so he tries to give a little nudge. Meanwhile, down below them, Dean and the group have their hands full!



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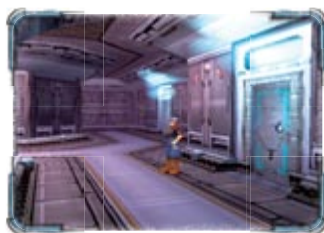
Boss Battle—Muspel

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Muspel (Boss)	52	25,500	0	30,000	3,800	1/2	1/2	Weak	Resist	2,290	2,390	415	1,627	1,694	267	591	277	531	None	None	Golem



Muspel's Hydro Pressure attack does just over 10,000 HP damage. Needless to say, this is an event battle that can't be won. Hi-Crush and Hi-Blast attacks fall off its metal hide like rain off a tin roof. Don't sweat it, just let him beat your party down and watch the show!

★ THE MAYFLOWER ★



If you need any supplies, get to area 6 and use the Shop Box. It's a type of vending machine for all sorts of equipment.



When you've picked your jaw up off the floor and recovered from the excitement, you find the party on Captain Bartholomew's ship, the *Mayflower*. Soon, a crewman comes to inform you that Johnny Appleseed is waiting to see you. Head down the long corridor from the teleportation room (area 3) to area 2. Have a look around, save your game, and then to talk to the captain in the bridge (area 1).

Talk to Captain Bartholomew in the bridge to finally hear the story of Johnny Appleseed; and what a story! He fills you in on some of Avril's long past too, and sets the scene for something of a rescue mission: inside Avril's mind! After some understandable hesitation on Avril's part, Dean and the rest of the party reassure her that their bonds of friendship are strong enough to thwart any potential reemergence of her Ice Queen personality by what they're about to attempt.



When you're ready to see inside Avril's mind, meet Captain Bartholomew in Sick Bay for further instructions.

AVRIL'S MIND: THE MEMORY MAZE

Meanwhile...



Fereydoon reports to Volsung about his failure to capture Avril, again! To his credit, he had no idea the Moderates would step in so dramatically. As usual Kartikeya has something to say about it all, but thankfully Persephone keeps him in check. The Professor, otherwise known as Elvis, is nowhere to be found, so the Radicals resolve to wait for him so Volsung can put the next step of his plan into action.



In the Sick Bay, Captain Bartholomew tells you that your mediums will connect your consciousnesses to Avril's mind, similar to how the slide projectors worked in the various shrines you visited recently. He also gives you the Escape Gate, a valuable tool to quickly leave Avril's mind if you need to.

✧ AVRIL'S MIND: THE MEMORY MAZE ✧

see maps on next page



Once you're inside Avril's mind, (otherwise known as the Memory Maze), you'll notice a dramatic change in scenery: massive chunks of floating rock, levitating far out in a void of misty, starry space. Pay close attention to your map, because this can be a confusing place to get lost in.

-NOTE- The "doors" in this map are rotating crystals; simply walk into a crystal to activate it and you'll automatically transport to the next area.

The Ice Queen Awakens!



On the central platform of area 12, the party very unexpectedly meets Avril's alter ego: the Ice Queen! Dean thinks she's just a memory, but the Ice Queen has other ideas. It seems Avril can have her memories back if she only just accepts the Ice Queen persona. Avril has been deliberately blocking her own memories to prevent the Ice Queen from surfacing. The Ice Queen knows of an alternative to the TF system, but she's quite reluctant to provide such information to the party and would rather force Avril to "accept" her.



Use Detector to see the invisible steps across the gap over the void.



When you're back in area 3 from the first memory, go back down to the crystals. Note that the first crystal you went through has disappeared. Now touch the second crystal in the north and you're transported to where Avril first met Greg. Exit from anywhere to get back to area 3.



After you've traveled through all three crystals here and found all three of Avril's memories, a new crystal appears in the center of the lower level of area 3. Touch it to transport to area 7.

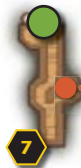


After you've returned from Avril's memory of Greg, return to the crystals at the bottom of area 3 and there is one left in the east. Touch it to be transported to Avril's memory of her first meeting with Carol. Leave through the only exit and return to area 3.

When you first come to the three crystals in area 3, touch the one in the west. You appear in one of Avril's memories in Celestial Peak where she met Dean. Exit from any point to get back to area 3.



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There are three Avril statues here, each facing a different direction. You must get to the opposite side of area 7 by staying out of the gaze of her statues; if they "see" you, you have to fight a random encounter. Just walk behind their backs to avoid being seen.



After you've collected all three of Avril's memories from this area, a new crystal appears in the bottom section here leading to area 12.



Go through the crystal in the east to reach area 9, where Avril remembers Chuck learning his most important lesson. Leave through either exit to return to area 8.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

AVRIL'S MIND: THE MEMORY MAZE



From area 8, go through the crystal in the west to reach area 10, where Avril remembers Rebecca's kindness. Exit through the door in the south to return to area 8 and note that the western crystal has disappeared.



Go through the crystal in the north to enter area 11, where Avril remembers the interaction with the projector in one of the shrines. She thinks it may have shown her future instead of her past like it did for everyone else. Exit through the southern door to return to area 8.

The Ice Queen

12



When you reach the three-way crossroads at the top of area 12, follow the path leading north. At the second three-way intersection, go south to the central platform and prepare for battle.



From the starting position in area 12, the west and east ramps have treasures in pots near the Avril statues. Shoot the pots from a distance so you don't trigger encounter battles, then go back along the south ramp from the start.

Near the bottom of the path, use Detector to see the invisible bridge that bypasses the gaze of the Avril statue ahead.



13



When you reach the part of the upper path that crosses over the lower path, jump over the eastern side to the path down below. This keeps you out of the gaze of the statues ahead on the upper path.

14



Slowly and carefully follow the exact trail set out by the Gella past the Avril statues to avoid being seen.



When you step down to the lower level that the exit crystal is on, proceed very slowly, one Gella at a time. Two Avril statues will swoop down and try to catch you in their gaze to initiate battles, but you can easily avoid them if you take your time going toward the exit.

15



The Ice Queen

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Treasure Summary

Area	Container Type	Item Name
3	N/A	MP Orbs
8	N/A	MP Orbs
12	Pottery	LVL Apple
12	Pottery	Full Revive Fruit
13	Pottery	Ambrosia

Boss Battle-Ice Queen Avril

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Ice Queen Avril (1st Encounter)	48	45,500	0	18,000	4,000	—	—	—	—	2,720	2,835	355	1,315	1,475	318	532	372	628	None	Heart Leaf Badge	—



The Ice Queen has awakened! Avril's cold-hearted alter ego busts out in an attempt to destroy her bonds of friendship with Dean and the rest of the party. As much as you don't want to let this happen, the Ice Queen is far too powerful to defeat this time around.

Taken!



The Ice Queen would have you believe that she rules the land here, and she was starting to become fairly convincing until Avril noticed a subtle contradiction in the Ice Queen's story. Avril stands up to the Ice Queen and causes her highness to stammer and second-guess herself momentarily; she knows that they've found the weakness in her argument. But the Ice Queen isn't backing down yet. In a flash of personal commitments by the party, and under threat of the Ice Queen's power, suddenly Avril *and* the Ice Queen disappear!

When you're back in control, follow the northwest path to the crystal at the top and continue your search.

The Choice



Both Avril and the Ice Queen are cast in stone, stuck in the rock until Dean picks the right one. Talk to the Avril on the left; she apologizes to you and bids you farewell. This is the real Avril; when the choice arises, choose yes and the Ice Queen is furious enough to initiate another battle!



Boss Battle-Ice Queen Avril

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Ice Queen Avril (Second Battle)	48	29,500	0	18,000	4,000	—	—	—	—	720	815	355	315	445	318	532	372	548	None	Holy Grail Badge	—



The Ice Queen is a formidable opponent; to best her in combat you must be as shrewd and calculating as possible. Once every 12 turns she can use the 4d Pocket attack to banish characters in one HEX from the battlefield. If she pulls this off, the battle may well be over, but it is possible to keep it together for the several rounds it takes for your banished characters to reappear.

continued on next page...

Boss Battle-Ice Queen Avril (continued)

Another one of her threats is Dark Isolate; it causes instant death and those who survive the initial onslaught are isolated into different HEXes. She uses this only on turns 5-6, so when you know it's coming, split up party members to reduce the potential targets.

The Ice Queen has no environmental resistances; all are normal. So it doesn't matter what LP you fight from. She can randomly block magic attacks, but physical attacks seem to work better on her anyway.

You're going to need your healer on full rotation this entire battle, keeping everyone's HP high while you break out hundreds of Hi-Crush commands to put an end to her icy highness for good.

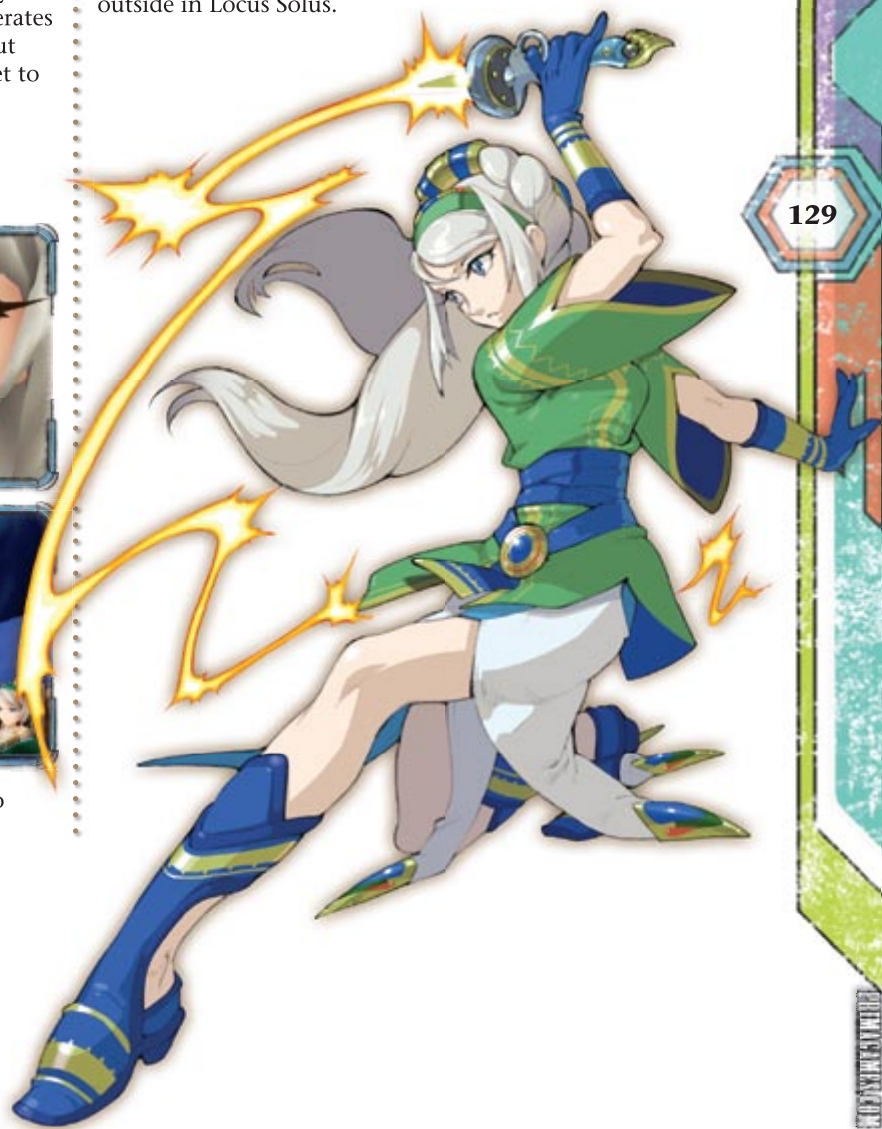


The Ice Queen is defeated, but in this victory Avril realizes something very important about herself. In another revelation, someone was affected by dimensional turbulence during the test of the TF system 12,000 years ago that the Moderates interfered with; but that person has yet to be revealed!

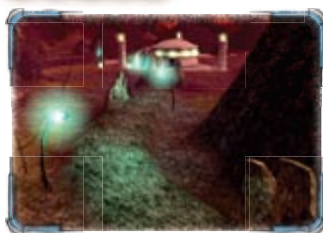
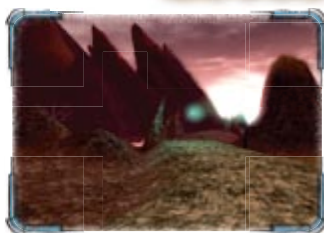
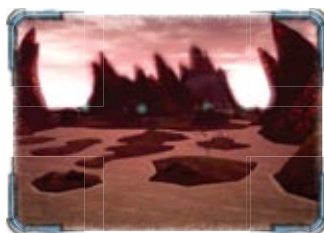


Asgard awaits your arrival in area 3. Return to the hold to check out your shiny new golem! Everyone is having a hard time containing their enthusiasm (even Greg!), and soon the crewman offers some lessons on how to control Asgard outside in Locus Solus.

Back in Sick Bay, Avril wakes up among friends, but there's only one person she really wants to open her eyes to. As she slowly recovers, the conversation turns to the next objective. Captain Bartholomew thinks you should head over to the facility nearby, known as the Cradle, to meet the many Veruni who couldn't adapt to Filgaia and are resting there. He warns you about Locus Solus but adds that maybe you should take Asgard with you, just to be on the safe side.



★ LOCUS SOLUS ★



The path to the Pilgrim's Cradle is fairly uneventful until you get to the boulder blocking the road. Have Asgard punch it to blast it into smithereens and continue toward your objective. Asgard easily dominates the numerous random encounters along the road, much to the glee of Dean and the party.

NOTE For a comprehensive look at Locus Solus, flip to the relevant section of the Tour of Filgaia chapter.

★ THE PILGRIMS' CRADLE ★

Leave Chuck to stand on the floor switch in area 8. Leave through the east exit to area 9.



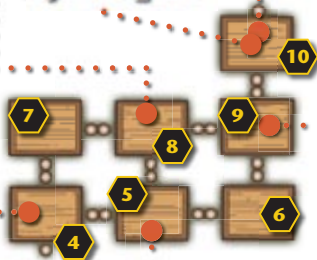
Jump stomp on the switch here to turn the security system from monitor mode to elimination mode! At least all the doors are open now! And the party members rejoin you now.



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Examine the panel in the middle of the room; it's some kind of security system. Have Carol hold down the switch to open the two newly opened doors. Leave via the eastern door.

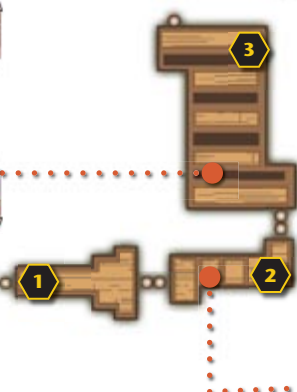
Nyame & Nyankopon



Leave Avril standing on the switch here, then go through the northern door.



Use the Anchor Hook to latch onto one of the anchor orbs across the gap to pull you to the other side. Repeat as necessary to reach the far platform.



Leave Greg to stand on the switch in this dark room. Continue through the northern door to area 8.



Use Power Shot to knock the blocks across the gap backward a square so you have somewhere to land, then lock them in place with Freeze Ray. Now that you have the Anchor Hook, use it to latch onto the solid blocks and pull you across the gap. Repeat the process on at the middle gap to reach the door to area 3.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

Treasure Summary		
Area	Container Type	Item Name
2	Chest—Normal	Anchor Hook cartridge
3	N/A	MP Orbs
11	N/A	MP Orbs
13	N/A	MP Orbs
14	N/A	MP Orbs
15	N/A	MP Orbs

Treasure Summary		
Area	Container Type	Item Name
2	Chest—Normal	Anchor Hook cartridge
3	N/A	MP Orbs
11	N/A	MP Orbs
13	N/A	MP Orbs
14	N/A	MP Orbs
15	N/A	MP Orbs

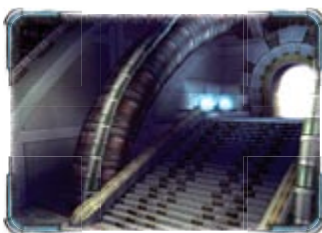
THE PILGRIMS' CRADLE

A screenshot from the game showing Greg Church standing in a dark, industrial environment. He is facing a large, circular, metallic structure that appears to be a switch or a door. The structure has a glowing blue light in the center. The text "Who do you want to activate this switch?" is displayed at the bottom of the screen.

Rebecca
Acid
Covers

Who do you want to activate this switch?

2 Anchor Hook to the room following the red arrow across the platforms and all the way to the other side.



Boss Battle-2x Nyame and Nyankopon

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Nyankopon (Boss)	49	23,700	0	2,450	980	—	—	Weak	1/2	751	593	351	299	392	291	532	291	305	Peppy Acorn	Cordyceps	—
2x Nyame (Boss)	49	10,800	0	3,200	1,050	1/2	Weak	—	—	652	732	345	262	342	172	599	632	414	Peppy Acorn	Cordyceps	—



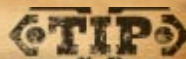
Stomping the floor switch reunites the party but also brings in the local security system's elimination team: three giant cats!

Peppy Acorns may be needed a few times throughout this battle to turn party members afflicted by Misery status back into humans from their feline alter egos.

Attack the two Nyame together whenever the opportunity arises, especially from the water LP to take advantage of their water elemental weakness. Focus on getting rid of these two weaker cats first before going directly for the stronger boss: Nyankopon.

When the battle has progressed to just you and Nyankopon, get the party on the wind LP and fight it out from a distance, turning the battle into a remote ley point contest throwing wind-buffered Hi-Blast and Hi-Crush at the big cat to totally blow it away!

If any of your characters are level 50 or above, equip them with the Moon Medium before this next boss battle against the Chimera to have access to the valuable Isolate Original Command.



Boss Battle-Chimeras A, B, C (and maybe D too)

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Chimera A (Boss)	50	13,800	0	4,500	950	—	Resist	Weak	1/2	652	507	365	291	386	172	587	344	305	None	None	—
Chimera B (Boss)	50	15,800	0	3,500	1,050	Resist	—	Weak	1/2	661	448	512	271	494	228	555	352	337	None	None	Resistant
Chimera C (Boss)	50	16,800	0	4,000	1,000	Weak	Resist	—	—	697	589	457	267	398	281	544	398	431	None	None	—
Chimera D (Composite Boss)	50	99,999	0	0	0	Resist	Resist	Resist	Resist	750	860	481	9,999	9,999	112	558	366	378	None	None	—



At first glance, note the three various Chimeras on the battlefield: this may change during the course of the fight, but not in the way you'd expect.

All three Chimeras favor use of the Hi-Blast attacks and they do get the LP bonuses. Try to prevent them from taking up the LPs if possible. It's likely that you won't be able to keep them out of all of the LPs, and this battle quickly turns into an elemental LP Hi-Blast duel.

It's crucial to take away their strength in numbers as fast as possible. Their continual assault with Hi-Blast from LPs will destroy you quickly and all but the most high-powered healing isn't enough to recoup your continual losses.

To make matters even worse, if you see the three Chimera moving toward each other on the battlefield, they're trying to create their composite form. When all three Chimeras inhabit the same HEX, they coalesce into one massive and ridiculously powerful Chimera! When the Chimeras are merged, they take no damage whatsoever, so either wait until they naturally separate again in several turns or cast the Isolate Original Command to split them up by magical force.

THE MAYFLOWER

Reunion



An unexpected visitor shows up at the Cradle, much to everyone's surprise, especially Carol. Ironically, you find out quickly who the boss is in their "relationship." The fourth Sentinel, Elvis gives you a tour of the facility and reveals what happened here, and what will happen in the future. None of it is good.



Elvis seems nothing like the other military-minded Sentinels. In fact he seems genuinely concerned about a resolution to the problems facing Filgaia in the best interests of both humans *and* Veruni.

The group soon parts ways, and you're left to find your way back to Captain Bartholomew on the *Mayflower* to report in.

THE MAYFLOWER



Back on the *Mayflower*, Captain Bartholomew realizes he made the right choice in Dean and the party. He knows you're one of only a few who can understand both sides of this volatile struggle between the humans and Veruni, and the potential fate of Filgaia! Suddenly a crash rocks Locus Solus, and then another one; someone is using the Darkness Tear!

Elsewhere...



An immeasurable amount of energy blasts forth toward the heavens from the top of a pyramid-like structure. Volsung laughs menacingly as he

...continued

watches the results: the souls of so many lives vanishing into the dark sky.



Volsung has used the life-force of his own people to activate the TF system at full power! He broadcasts his intentions across the FBC network to everyone on Filgaia. Dean and the group know immediately the potential consequences of not shutting down the TF system as soon as possible! Captain Bartholomew gives you the Teleport Orb and an upgrade part for Asgard to take to his best golem engineer living in...Capo Bronco!

★ CAPO BRONCO ★



Back in Capo Bronco, Old Man Tony seems already up to speed on what's going on; he's already broken out Asgard's blueprints from safekeeping to prepare for the upgrades you find and bring back to him.

NOTE You can now access all of Filgaia. Between Asgard and the Teleport Orb, no destination is beyond your reach. If you haven't been exploring Filgaia for all of the hidden treasures scattered around, why don't you spend some time collecting new goods?

In the Tour of Filgaia chapter, you'll find complete treasure listings for each area of the continents!

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Sidequest Update

With the Teleport Orb, the numerous additional sidequests open up for completion before or during the remaining stages of Story mode. It's highly recommended that you spend the time necessary to complete these quests, as the experience and valuables collected will undoubtedly contribute to your future successes.

The sidequests that are now unlocked are:

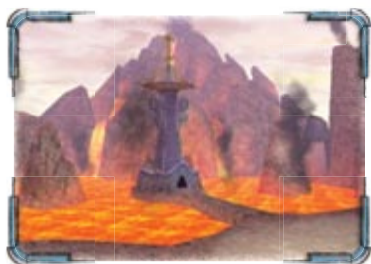
- # 6 Delivery Boy 2
- # 16 The Ultimate Tea
- # 17 Canned Peaches Rule
- # 21 Chick Badge Check
- # 22 Delivery for a Baskar
- # 23 The Flower Child
- # 25 The Unfortunate Town of Mithysmere
- # 26 Magically Challenged
- # 27 A Baker's Favor
- # 28 Playing with Fire
- # 29 Do I Look like a Mailman?
- # 34 Attack of the Adult Mag

Refer to the Tour of Filgaia chapter for full details on the sidequests you plan to complete now.

While you're out exploring Filgaia collecting treasures, we recommend locating all four TF system towers on your map so you can teleport to them easily when you continue on with the story.



★ TF SYSTEMS: TOWER M ★



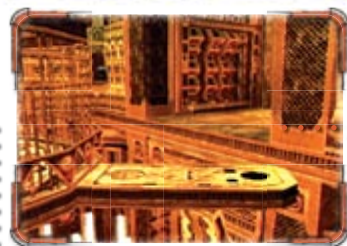
When you're ready to pick up the story from where you left off after potentially hours of collecting valuables all over Filgaia, head south from Filgaia through the breakable rock barrier and into the narrow strip of land leading to TF Systems: Tower M. You may have already explored some of this area; it's a quick trip from Capo Bronco.

Treasure Summary

Area	Container Type	Item Name
4	Chest—Blue	Lucky Card
8	Chest—Blue	Divine Crush
5	N/A	MP Orbs
8	N/A	MP Orbs
11	Chest—Normal	Dragon Fossil
13	N/A	MP Orbs
13	Chest—Normal	15,000 Gella
13	Chest—Normal	Miracle Striker
16	Chest—Blue	Goat Doll Badge
16	Chest—Blue	Phantom Vision
18	N/A	Giga Crush

TF SYSTEMS: TOWER M

Use the springboard here to jump up onto the locked floating platform above. When on the platform, carefully peek over the edges and aim down below. Shoot all four torches with Fire Bullets to ignite them and activate the lift platform you're standing on, which takes you up to the top ledge and the doorway to area 10.



"The White Knight was slain, blood staining his armor crimson as he lay in the center of the battlefield. His lord erected a fortress of ice to protect and honor the fallen warrior, over which four angels clad in pure white stand guard." This hint on the plaque by the northern door is the riddle to solve here. Use Fire Bullets to turn the one center orb red, then use Freeze Ray to turn the north, south, east, and west orbs blue (four of them), leave the corner orbs white and the door in the north wall opens.

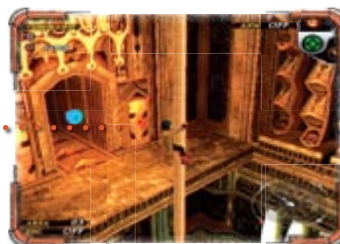
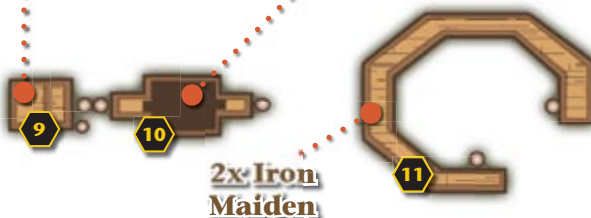
Jump on one of the narrow platforms that rotate around the central column. Stay on the platform and ride around the room one full rotation, igniting the four torches in the corners as you go. When all four are lit, the sealed door in the east opens.



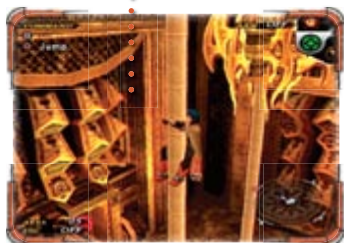
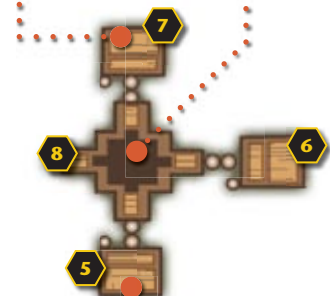
Climb the pole here to reach the doorway to area 8.



Use the Fire Bullet/Freeze Ray technique to move the floating platforms back and forth. Go to the east through area 6 and down to collect the treasure in area 4, then come back here and continue through the west exit.



Use the pole here to climb way up to the top of area 3 and reach the doorway to area 4.



Jump between the poles as you climb to the top ledge and the door to the southern platform in area 8.



To open the southern door in area 4, stand on the same level as the torches as far south as you can go. All four torches must be lit at the same time, thus opening the southern door. The catch is that the door remains open only for a very short time. Line up your shot so one Fire Bullet lights each torch sequentially and start running for the door as soon as you shoot!



On the upper levels of area 1, use Fire Bullets on the torch to bring the floating platform to the east toward you. Jump on, and then use Freeze Ray to send the platform to the west into the middle of the chamber. When it stops, use Fire Bullets to ignite the far torch and take the platform all the way across to the west side.



Use the Fire Bullet/
Freeze Ray combo to
move the platform
across this gap.

Stand on the square
platform and use
the Anchor Hook to
reach the other side
of the gap.



Exit Crystal

Persephone

Leonhart



Use the two springboards to get
onto the pole above, climb up,
then jump across to the second
pole and keep climbing until you
reach the top platform and the
doorway to area 14.



Giga Crush



The Fire Bullet/Freeze Ray combo
activates the torches and their
associated floating platforms.
Remember each torch (of this type) is a
two-way directional control: fire sends
its platform one way and Freeze Ray
sends the platform the other way. Use
this combination of back and forth
to get across to the far ledges, collect
the treasures there, and exit through
the far door to the north. Note that
even if you get stuck on a ledge with
no platform nearby, you can manually
aim for distant torches without getting
a lock; you can get platforms to come
back to you this way in a pinch.



Sol
Niger # 13



As you did in the similar
chamber you passed through
earlier, jump on the rotating
platform and ignite all four
torches in the corners to open the
southern door.



Jump the springboards all
the way up to the floating
platform. Once there, ignite the
four torches in the corners in
quick succession to activate the
platform/lift and take you up to
the top ledge and the doorway
leading to area 16.



**WILD
ARMS 5**

PRIMA OFFICIAL GAME

Rivals and Friends



Not too far into the tower, Rebecca can't contain herself anymore and pulls Avril aside for a private conversation. She's concerned that Avril is holding something back, but if she is, the former Ice Queen doesn't want it revealed just yet. On a different note, Rebecca drops a bombshell on Avril and doesn't get the answer she was hoping for. When the girls are done doing their girly thing, continue on through the tower in your attempt to deactivate it.

Boss Battle-2x Iron Maiden

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Iron Maiden (Boss)	53	26,200	0	6,350	2,480	Resist	Weak	—	—	806	726	391	287	401	351	612	372	419	None	ATK Apple	—

These two young maidens are anything *but* dainty; they've got an assortment of offensive skills that would affront any headmistress.

They rely on physical attacks such as Stone Finger, but they'll also mix it up occasionally by casting Ley Change to throw you off your game. This affects your LP strategy directly if you're using their water weakness against them as you should be! When this happens, cast your own Ley Changes to get back to a water LP and continue the slugfest.



If you haven't used the tactic before, cast Gather to get them into the same HEX: this makes the most of your attacks by maximizing available targets each turn rather than having multiple enemies spread out all over the board. And it's a huge bonus if the enemies in the same HEX share the same weaknesses, as these two do.

A Poetic Bond



Avril calls out to Rebecca, who has dropped her diary: you know Rebecca and her diary! She's immediately anxious that Avril may have looked at it, but those concerns are soon put to rest when Avril offers some poetry of her own for Rebecca to add to hers. A poetic bond between friends (and rivals) is punctuated by Dean calling out to the girls who keep lagging behind.

Boss Battle-Leonhart

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Leonhart (Boss)	53	45,800	0	10,450	5,700	Resist	Weak	—	—	872	811	451	291	321	351	576	359	584	None	DEF Apple	—



Leonhart is a resilient powerhouse that you'll have to be patient with; this is not a battle you just walk in and out of.

He attacks with a Blade Arm physical attack to adjacent HEXes, and he mixes it up often with the Replace command, which is exactly like the one you use with your mediums.

Leonhart attempts to delay your turn rate by using Howl several times, in what seems as a setup for his devastating Uncensored Spell, which inflicts a fixed 2,500 points of damage to the individuals in the target HEX. You'll need plenty of healing whether by item or your healer during this battle.

Despite his physical prowess, Leonhart has a well-defined weakness: water. Use Water Gems, and any sort of stackable spells from the water LP to damage him while keeping your turn rate high with commands such as Quicken and React Plus (this also helps counter his Howl tactics).

The Fight for Tower M!



Finally, at the top of TF Systems: Tower M, the party reaches the first Sentinel, Persephone, guarding the very thing you've come to destroy. She now believes Nightburn is dead, and therefore she cares nothing anymore for humanity; she is resolved to protect the integrity of Volsung's diabolical plan to the bitter end.

Boss Battle-Persephone

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Persephone (Tower M Boss)	53	76,000	0	27,000	5,700	Resist	Weak	—	—	852	891	388	300	431	221	583	381	512	None	Mighty Focus	—



Persephone is ready for a scrap and she won't go easy on you this time. She's brought her whole arsenal and some new tricks too. She'll try to throw you off by replacing your HEXes and working toward the fire LP so she can buffer her deadly Cremation attack.

Pay close attention and watch for her Target: ON preparation move for the giant-killer attack called Gatling Gun. This technique packs a whopping

9,000 damage into one target HEX, but that damage is divided by the number of individuals there, so three fully healed party members may be able to survive the onslaught—if just barely.

Immediately cast Ley Change when the battle starts, because you need fast access to a water LP to get this party started! Persephone is weak against water, so you should know what to do with that by now. Combo Arts also work very well against her, so start firing them off when available!

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Boss Battle-Persephone

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Persephone (Tower M Duel)	53	15,200	0	29,700	6,400	Resist	Weak	—	—	752	781	328	225	281	221	583	341	412	None	None	—



Persephone's stats are significantly lower this time around for her duel with Rebecca. Our favorite red-headed heroine doesn't want anyone interfering: this is between her and Persephone!

Dash across the map to get into the water LP as soon as possible. Cast Quicken on Rebecca. If she's fast enough she can even create chain bonuses with herself!

Heavy Crush works wonders from the water LP, but watch carefully for Persephone to cast Mirror Coat; after that point, there's a chance that attacks will be reflected back on Rebecca.

Ending this fight quickly is key. If Persephone gets too many chances with Cremation, it could be the end of you.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

TF SYSTEMS: TOWER F



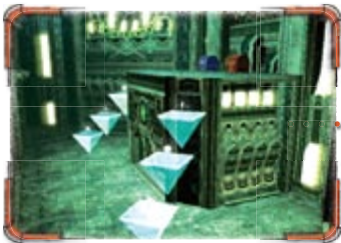
When Rebecca is done proving her point to Persephone, the two of them share a moment. Maybe Persephone will go after Nightburn after all, how romantic. When you're back in control, grab the Giga Crush from the raised platform and leave via the crystal at the chamber's west end, which transports you back to area 1. Leave through the front door and you're back in Filgaia, ready to take on another tower!

TF SYSTEMS: TOWER F

Use Detector to find the secret door here, leading into the secret area 6.



Climb the tall pole here to reach the upper ledge and the doorway to area 5.



Use Detector again to find the invisible steps leading up to the raised platform and collect the treasure there.

Secret Room

Note that the pole in area 7 leads high above to both a middle ledge with an exit to area 9 and a high ledge and exit to area 8. Go to area 8 first.



Hidden Areas

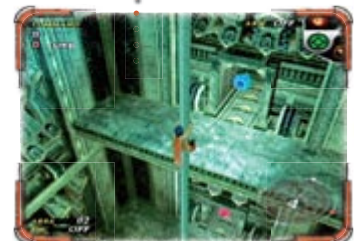


Read the clue on the engraving, then use Detector to reveal the two hidden areas in the west and east sides of the room that contain hidden wind vanes. Turn the western fan to blow south, and the eastern fan to blow east.



Use Detector to see the invisible steps leading from the upper ledge to the second set of springboards. Jump on the springboards to get to the platform and treasure high above the ground floor.

Shoot the middle orb with standard bullets to turn it orange. When the four remote platforms turn, shoot the crystals they each hold to activate the switches and open the lower door leading north.



Climb the pole in area 2 to reach the upper ledge leading to the high walkway in area 1.



Climb the numerous segmented poles all the way to the top ledge and the exit to area 17. Be patient and line up your jumps from pole to pole carefully.

Shoot the orb with standard bullets to reveal the switch below the bridge. Shoot the switch to activate the second bridge up ahead. Time your jumps well on the second bridge to get across it before the far end disappears again.



Read the hint on the sealed doorway in the west. Turn the fan blocks so that all the flames dance/lean in the same clockwise direction.



Sol Niger # 14



Climb the three poles here, alternating between them to make it all the way to the top ledge far above.



Read the hint on the sealed doorway in the south. Turn the fan block to the west, then north, then west, then south to unseal the exit.

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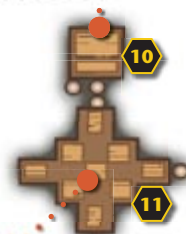
Treasure Summary

Area	Container Type	Item Name
3	Chest—Normal	Wing Amulet
3	Chest—Normal	2x Duplicator
4	N/A	MP Orbs
6	Chest—Normal	Dragon Fossil
6	Chest—Blue	Growth Egg Badge
8	Chest—Normal	Holy Grail Badge
11	Chest—Blue	Point Stabilizer
11	Chest—Normal	Lucky Card
12	N/A	MP Orbs
12	Chest—Normal	Gella Card
13	Chest—Blue	Gold Moon Badge
14	Chest—Normal	15,000 Gella
15	Chest—Blue	Life Charger
17	N/A	Giga Crush

The direction the fan blows controls the magical bridge. Rotate the fan in the direction you want to explore. Collect the treasure on the far ledges, then leave through the exit in the east.



Use Detector to reveal the two hidden side areas and the two extra orbs. These orbs match the locations of the wind vanes upstairs. Read the riddle on the north door for a clue, then bust out your Fire Bullets and turn the east and southwest orbs red. Then change to Freeze Ray and turn the remaining four white orbs blue to unseal the northern door.



Hidden Areas

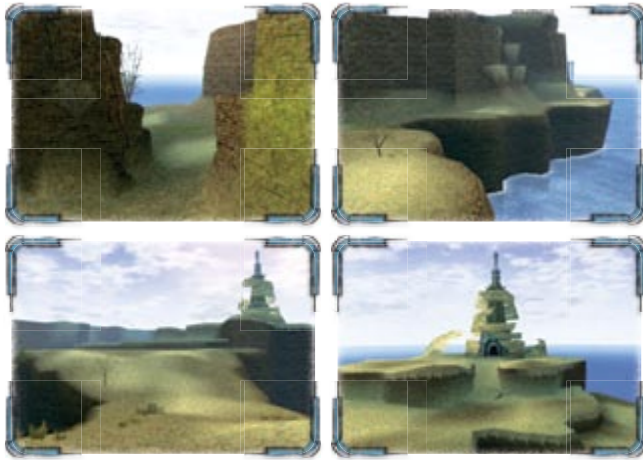


WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

TF SYSTEMS: TOWER F

The Hands of Time



The second tower is in northwest Filgaia. Use Asgard to punch through the rock barrier near the western cliffs to access the narrow trail leading south along the coast. Tower F is visible from quite a distance because it's high above a seaside cliff, out in the open on a raised mesa.



Greg pauses at the north door in the entry hall of TF Systems: Tower F to reflect on Ted's resemblance to Dean, and the overall meaning of his previously all-consuming revenge. What will Greg do after he confronts Kartikeya one final time? How will he be able to pick up where time stopped for him? These questions may be answered very soon indeed.

CAUTION

It's getting late in Story mode now, and the remaining bosses are very tough. If your characters are not leveled up to between 60 and 70, you could have a difficult time finishing the remaining dungeons. We highly recommend that you finish as much of the optional content as possible before continuing toward the destruction of the TF system towers.

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Boss Battle-2x Skyfish

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Skyfish (x2) (Boss)	56	24,750	0	6,500	3,254	Weak	Absorb	Absorb	Weak	824	724	419	391	401	209	647	482	407	None	Holy Berry	Flying

These two Skyfish don't have much of a strategy: such is the way with fish. They are content to fly around casting Hydro Pressure on your party, but the only time you need really concern yourself is when the two fish try to take up positions on the LPs. They will Ley Change to benefit themselves, so either change them back to fire or earth LPs or try to Jump across the difficult HEX arrangement of this battlefield to keep using the Skyfishes' weaknesses of fire and earth against them.



Combination Arts work well against these flying bosses, as do both fire- or earth-based Hi-Crush or Hi-Blast. This is a simple fight, so keep your strategy simple to match and you'll be out of there in no time.

Boss Battle-Jupilasect

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Jupilasect (Boss)	56	42,750	0	18,780	6,450	Weak	—	Absorb	—	832	808	381	362	400	364	497	412	592	None	DEF Apple	Flying



By this time in the game you should have made at least one Dual Cast badge. If you equip it on a character with the Sword Medium, it turns that character into an offensive powerhouse when using Original Commands. Imagine two high powered Hi-Crush attacks back-to-back, each doing more than 5,000 damage from a fire LP! This is exactly what you need to be doing in this battle and for all battles to come.

If you don't exterminate this flying boss quickly, its Dark Isolate skill can easily turn the battle in its favor. All it needs is one successful execution of this command to blow your strategy wide apart and pick off the survivors at its leisure.

Battle for Tower F!



Just in time for Greg's revelation about his future and the valuable companions he's made along the course of your adventure, the group reaches the psychopath Kartikeya guarding the top chamber of the TF Systems: Tower F. It's all or nothing here, so don't pull your punches against this powerful Veruni Sentinel.

Before this boss fight you may want to consider changing Greg's medium to Sword so he has access to the hi-powered Originals such as Hi-Crush when he duels Kartikeya!



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Boss Battle-Kartikeya

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Kartikeya (Tower F Boss 1st Fight)	56	91,750	0	37,850	6,270	—	—	Resist	Weak	1,152	940	372	380	235	350	609	407	529	None	Shark Sniper ARM Part	—



Gather everyone into the Earth LP as soon as possible and buffer all your attacks with Kartikeya's one weakness: earth. Hi-Break Gems from this LP work well against him because he stays close and relies mostly on his Bionic Arm physical attack. He might try to mix it up with Sky Twister from the wind LP if he's on the other side of the battlefield.

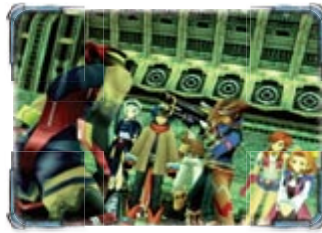
If you see him doing the Evil Grin preparation attack, move out of all adjacent HEXes to prevent

him executing his strong Lock-On attack. Alternately, you can cast Isolate and randomly send him away from the party's HEX.

Kartikeya has a massive amount of HP in this battle, thus your Combination Arts are not going to be as effective as attacks with Original Commands such as Hi-Crush, but they're still better than relying on physical attacks unless you're doing Critical Hits frequently.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE



Boss Battle—Kartikeya (Duels Greg)

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Kartikeya (Tower F Boss 2nd Fight)	56	22,750	0	38,704	4,870	—	—	Resist	Weak	912	737	372	285	195	250	589	327	452	None	None	—



Early in this duel between Kartikeya and Greg, the evil Sentinel will likely try to pull off his biggest move. Watch for the Evil Laugh (prep move). If you see it, get out of the way. Move to different HEXes if you have to—just get away from him. The attack he sets up for is almost always fatal unless you've got lots of magical protection already cast on your HEX before getting nailed by the deadly Lock-On Death attack.

If you manage to survive that assault, Kartikeya then reverts to relying on his Bionic Arm attacks up close or Sky Twister from a distance. If he manages to get off a Hyper Original Command, he'll become much more difficult to beat.

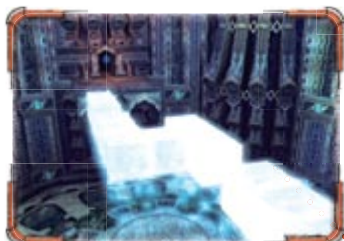
Kartikeya has fewer HP than in the first battle, but Greg needs all the help he can get. If you've maxed his Counter Skill with badges, he'll get some free attacks in, but you can't rely on his auto-guard ability to avoid taking massive damage from Kartikeya's attacks.

As in the previous battle, you need to be using Hi-Break Gems, and strong Original attacks from the earth LP. In close-quarters combat straight-up between these two, it's the ultimate match of patience and endurance if you're just shooting it out. You could spend a long time and waste all your healing if you're forced to rely on small-time physical attacks for the entire fight.



The madman is finally put in his place. Kartikeya can't believe what's happening to him, as a mere human unbelievably just bested him in combat. Greg's reaction is shocking; however, it's Kartikeya who surprises everyone. It's time to continue to the next tower.

TF SYSTEMS: TOWER S



Use Freeze Ray to solidify the nearly transparent bridge between the two upper ledges in area 1.

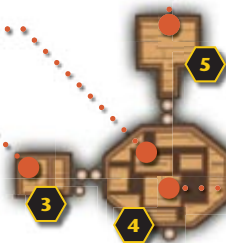


Once you've been upstairs to area 10 and frozen the water here, push the two blocks on the middle island down onto the ice. Position them to make a bridge between the two islands so you can push the remaining block across them and onto the floor switch on the isolated island. This opens the door in the north wall to area 5.

This puzzle is similar to the one in area 8, except you must match the pattern from the top and from the sides. Move the single blocks into line with the stacked blocks and keep moving the top block over one square at a time as you move the blocks below into place to give you enough room to jump up on them and push the top block. It's slow going as you move one square at a time. Completing this puzzle opens the sealed eastern doorway from area 4 to area 11.



Jump up on the series of springboards all the way to the top of area 3, where you find the exit to area 4.

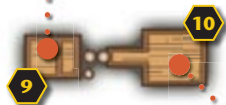


Drag the southern block onto the floor switch to open the southern doorway to area 6.

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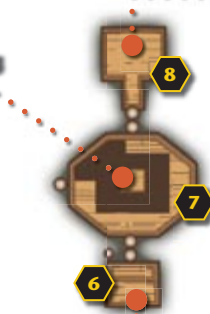
Climb the pole in area 9 to reach the high ledge leading to area 10.



Read the clue to the riddle, then use Freeze Ray to turn all middle orbs blue. Then turn the one eastern orb red with Fire Bullets and leave the one western orb as is (white). When you've done this correctly, you feel a shake, and the scene shows that the water downstairs in areas 4 and 7 has frozen to allow you to walk on it. Now you can return to area 7.



Sea Bishops



Jump up onto the platform with the four blocks. Position the camera so you can see the glass top of the platform that shows the pattern you need to match the blocks with. Reposition the four blocks to match the pattern above, and Dean remarks about a sound coming from somewhere nearby. This opens the previously sealed exit in the west wall of area 7 that leads to area 9.



The entrance to area 7 is above on the ledge; use the pole to climb to the top.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

TF SYSTEMS: TOWER S

Treasure Summary

Area	Container Type	Item Name
2	N/A	MP Orbs
3	Chest—Normal	Muse Amulet
6	N/A	MP Orbs
7	N/A	MP Orbs
8	Chest—Normal	2x Full Revive
5	Chest—Normal	Dragon Fossil
11	Chest—Blue	Hourglass Badge
11	N/A	MP Orbs
12	Chest—Normal	2x Duplicator
13	Chest—Normal	Pocketbook Badge
15	Chest—Normal	Blast Breaker
16	N/A	Giga Crush



Use Freeze Ray to solidify the nearly transparent steps across the gap.



Stand on the square platform and use Anchor Hook to latch onto the orb above. Remember to disengage as it zips you to the other side of the gap.



When blocks 1, 2, and 4 are in place, block 1 is the only one to move from this point on. Shoot it in four steps in the direction of the arrows: east, south, west, then north onto the switch that opens the doorway in the east to area 15.

Drag the block on the ground floor onto the switch. Then jump up on the springboard and bounce to the top ledge. Up top, push the block straight off the ledge and it lands on the second switch down below, thus opening the sealed doorway behind you leading to area 14.



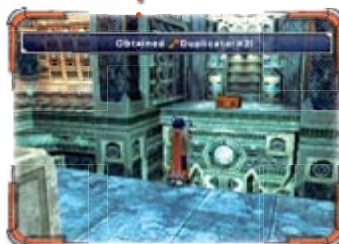
Pethamenos



The first steps in solving this puzzle are moving blocks 1–3. Use Power Shot from outside the short walls and move the blocks in the direction of the red arrows; these are one-shot deals. Block 4 is a two-step move: one shot to the north, then one shot to the west.



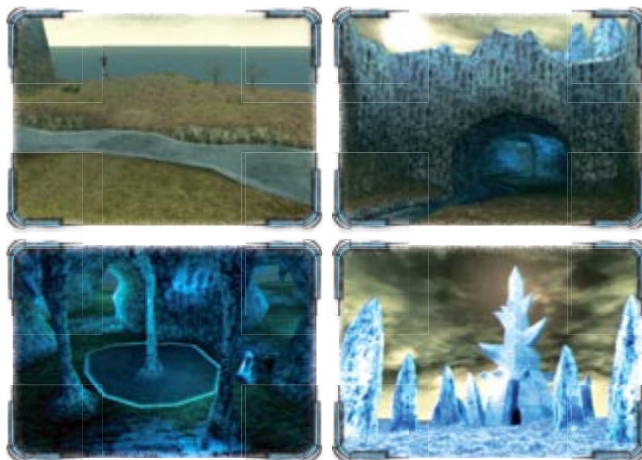
Use Power Shot to move three blocks in three steps as indicated on the image (top is north). Shoot the blocks so they travel in the direction of the arrows. The point is to move one at a time to build a series of obstacles that will stop the last block as it slides onto the floor switch and opens the sealed doorway to area 13.



Stand right at the edge of the platform and shoot across the gap to collect the treasure from the chest.



Climb the super tall pole here to reach the ledge far above and the entrance to area 12.



The cold, icy spire known as Tower S lies far in the north of the northeastern continent. The easiest way to reach the tower is to start from Provectas Train Station and head northeast (more north than east) along the northern wall. Use Asgard to cross the shallow water toward the coast. Then you must find the cave at the foot of the glacial mountains. Proceed through the caves and come to the chill open air surrounding the spire.

The Ties That Bind



Carol begins to wonder about the Professor and where he finds himself now. The party is really starting to understand the depth of the relationship between Carol and the Professor. For one so young, she pushed herself hard to learn what the Professor taught so she would be accepted as family. Everyone's story has contributed significantly to bringing this party together for the one purpose of saving Filgaia.

Boss Battle-2x Sea Bishop

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Sea Bishop (Boss)	55	23,789	0	7,850	3,125	Weak	Active	—	—	911	711	400	218	431	289	619	391	342	None	HIT Apple	—

This is a fairly easy battle, so much so that Greg comments about it afterward. These two giant squid-like bosses are slow moving when out of the water. Their turn rate isn't that high, so you should be getting decent chain bonuses to help increase your damage and recovery.

They have a natural resistance to water attacks and in fact their resistance is active. So don't use any water-based attacks for it will not only heal them, it will put them in Detonation Mode!



Fire is a natural weakness, but you'll need to cast Ley Change to access this LP as it's not on the field at the start. Every six turns or so, there's a chance that one of the Sea Bishops will Take a Deep Breath, which is a prep move for an obnoxiously high-impact disease cloud that affects all adjacent HEXes: so get out of harm's way if at all possible!

Boss Battle-Pethamenos

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Pethamenos (Boss)	55	43,500	0	13,600	2,670	1/2	Absorb	Weak	—	808	972	408	351	266	210	612	427	581	None	EVA Apple	—



This unique character could be an interesting challenge for the group. It has ample HP and a collection of novel offensive skills. It rarely relies on its Melancholy Breath, which is a misery attack. You might need to counter with things such as Dispel or Peppy Acorns.

A particularly devastating command is the Candle in the Wind spell. Everyone in the target HEX goes to 1 HP. Having your healer on the battlefield is an

appropriate decision for this entire battle. Avril is another logical choice for this battle given her DP skill. You should have a fairly easy time affecting this boss's turn rate, thus getting your party far more turns and winning more quickly.

Just be sure not to use water attacks or Pethamenos absorbs the damage as HP recovery: stick with wind all the way!

The Battle for Tower S!



Despite studying intently with the Professor for so long, Carol had no idea he was one of the four Sentinels working with Volsung. By the sounds of it, the Professor is missing his surrogate daughter immensely, and Carol's planning on exploiting that fact to its fullest to reach their objective.

Boss Battle-Elvis

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Elvis (Tower S Boss 1st Fight)	55	86,500	0	32,400	5,756	Weak	Resist	Weak	Weak	1,228	921	421	351	272	371	587	316	631	None	Chocolat Rocket	—



The Professor (Elvis) uses his Rapid Punch attack frequently to pummel his adversaries into submission while using React Plus to improve his turn order. Counter this with commands such as Quicken and React Plus on your party or by using Dispel and React Minus against him.

Elvis has a rare attack that he prepares for with a move called Prepare Yourself. If it occurs in rounds 5–6 and possibly 11–12, watch for the

follow-up Variant Attack, which returns all damage to the character who dealt it. If you get a chance to run when you see this, get going; Elvis can end the entire fight with this one attack.

Elvis uncommonly relies on Hydro Pressure, but may switch to this in a battle of ley points vs. ley points. He's weak against most elements but resists all water damage. Also, using stat down HEX effects on the HEX in front of the fire LP may cause Elvis to flee to the water LP, thus opening him up for some massive damage by fire attacks. Don't fail to take advantage of this, but be prepared for him to counter with Hydro Pressure.

Items such as Violator Badge, Marksman Badge, Mist Cloak, or anything that improves a character's countering and blocking personal skills are great in this fight.



Boss Battle-Elvis (Duels Carol)

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Elvis (Tower S Boss 2nd Fight)	55	17,500	0	37,800	6,280	Weak	Resist	Weak	Weak	678	743	421	291	252	271	497	286	371	None	None	—



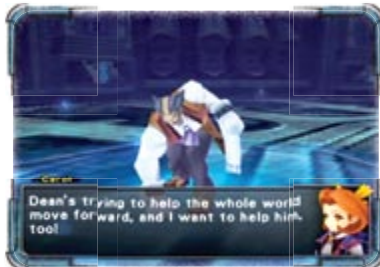
The Professor usually starts this fight by using the Greased Towel command, which puts him into Detonation Mode and raises his stats significantly. The only solace here is that his stats are much lower than in the first fight, but an increase is an increase. He exhibits the same elemental resistances/weaknesses, so continue to take full advantage of them.

continued on next page...

Boss Battle-Elvis (Duels Carol) (continued)

This can be a brutally hard fight, but it depends highly on how you've played Carol up until this point and how she's equipped for this battle. If played as a healer, she may have extremely limited offensive capabilities, however with a Sword Medium she's actually not half bad. If you need to play more defensively, try to keep her at a distance and use her attack anywhere ability to keep firing rockets at the Professor from relative safety while staying out of his adjacent HEXes.

Be very cautious about using the fire LP. Elvis will try to get into the water LP and use Hydro Pressure, which packs a devastating and wet punch. Wait for him to enter the water LP and use all your Fire Gems against him to inflict massive damage. If you don't want to risk taking the opposite LP's damage, use the earth and wind LPs instead.



When Carol is successful at surpassing her father, Elvis is forced to see her conviction and growth as a person. But Carol isn't done proving her point just yet. It's been a long time coming that Carol should find her courage, and now is that time.



The Professor sees the error of his ways but in the midst of the

revelation he turns the discussion to Avril and the mediums. She was the one who created them after all, long ago, but the technology needed is far beyond what is available on Filgaia today. What was that hint that the Ice Queen referred to?

Now proceed to the fourth TF system tower on the southeast continent.

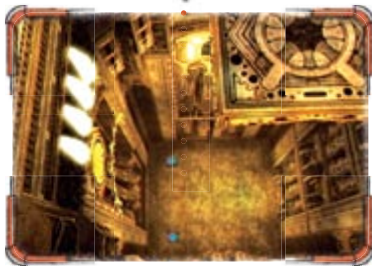
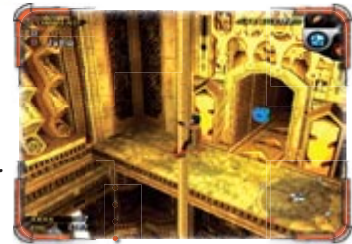


TF SYSTEMS: TOWER G

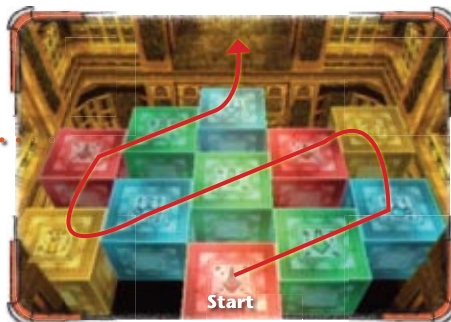


Climb the pole to the ledge above and collect the treasure in the blue chest.

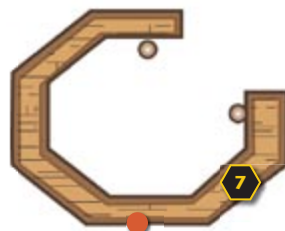
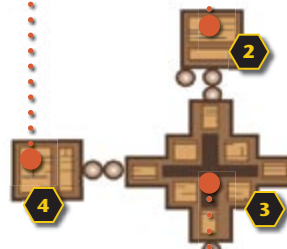
Climb the pole to reach the high ledge and the entrance to area 3.



Two stomp diving switches here control the elevator platform above. Stomp both switches, one at a time, but continually alternate between them until the platform gets low enough to jump onto. When you do this correctly, the platform comes all the way to ground level, but you must keep the two switches down as long as possible to keep the platform descending to that point. If one switch resets, the platform begins to rise again.



Follow the path indicated on the image, in colored order as the clue suggests, to reach the far side and the doorway to area 7.



Ghost Rider

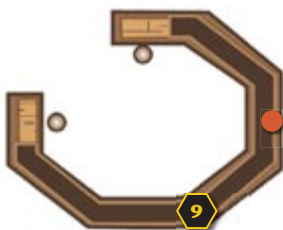


Read the clue on the plaque for a hint. Jump or walk on the colored blocks in a specific color order to get them all to fall from the area. Facing south from the exit, follow the numbered path shown in the image to reach the southern exit. If you make a mistake, leave the room and reenter to reset the blocks.

Treasure Summary		
Area	Container Type	Item Name
2	N/A	MP Orbs
3	Chest—Normal	2x Duplicator
4	N/A	MP Orbs
4	Chest—Blue	Blast Builder
7	N/A	MP Orbs
11	N/A	MP Orbs
12	Chest—Normal	Dragon Fossil
17	Chest—Normal	Geo Amulet Badge
19	N/A	Giga Crush



Follow the path indicated on the image, in order along the numbered squares, to reach the far western door to area 9.



Jump on the platform to get it moving. When it arrives at the obstacles, move Dean around on the platform to avoid them. When the platform gets stuck on one of them, jump/stomp the platform to get it moving again until it gets you to the far side of the gap.



Use Power Shot and shoot the two eyes on the two pillars in quick succession (the eyes on each pillar face opposite directions). When both pillars' eyes are shot and activated this way, it turns off the force field holding up the platform above. When the platform comes down, go back out into area 10 and return to area 11 via the southern door, which has a higher entrance and gets you onto the platform to jump across to the entrance to area 12.



Read the clues in area 13, which apply to this puzzle in area 14. Ponder the clues for a moment, then clean out areas 15-17 before returning here to solve the puzzle and open the southern door.



Climb the poles past the several ledges to the top where you find a chest and the doorway to area 13.



The above lift is similar to that in area 5, except that this one is controlled by four jump/stomp switches. Each switch that is activated brings the lift down one level. All four switches must be down for the lift to come all the way to the bottom; when it does, jump on. As each switch resets, it takes you a quarter of the way back up.

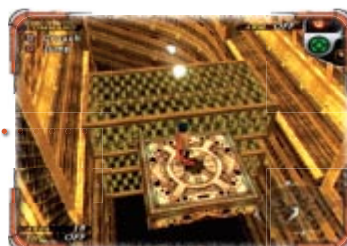
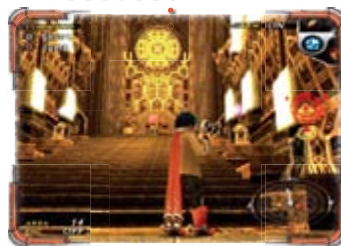
150

Sol
Niger # 16



The clues for this puzzle are slightly confusing, so follow these instructions to open the door in the south leading to area 18:

1. Shoot yellow orb 1x with Freeze Ray
2. Shoot blue orb 3x with Power Shot
3. Shoot purple orb 2x with Power Shot
4. Shoot white orb 2x with Fire Bullets
5. Shoot red orb 7x with standard bullets



Jump on the platform to get it moving. When it arrives at the obstacles, move Dean around on the platform to avoid them. When the platform gets stuck on one of them, jump/stomp the platform to get it moving again. Jump up on the ledge while the platform goes underneath, then jump back down on the other side and ride the platform to the far side of the gap.



Gremlin

Giga
Crush



Exit

WILD
ARMS 5

Fereydoon

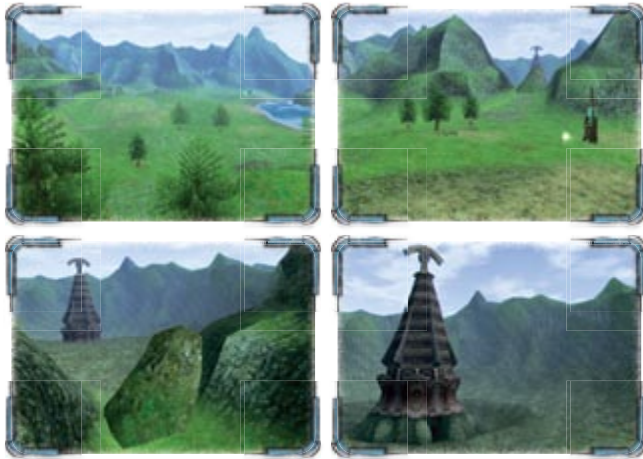
PRIMA OFFICIAL GAME GUIDE

TF SYSTEMS: TOWER G

No Need for Names



Chuck has decided that he doesn't have any more use for the title "Golem Hunter." Considering that the party is fighting for human independence from the Veruni, it really doesn't make sense for him to be working for a Veruni organization. Ironically even Dean's intentions of becoming a golem hunter have been surpassed by his desire to help the world on a grander scale.



The earth tower, otherwise known as TF Systems: Tower G, lies in the massive crater in the northeast part of southeastern Filgaia. From Honeysday, travel almost straight northeast and you reach the canyon leading to the crater. Asgard must break through the rock barrier at the edge of the crater, but it's a short distance to the entrance of the tower from there.

Boss Battle—Ghost Rider

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Ghost Rider (Boss)	54	38,200	0	10,250	4,970	1/2	—	Weak	—	888	731	512	323	391	257	559	427	517	None	MAG Apple	—



Despite the intimidating presence of the headless horseman known as Ghost Rider, this battle is remarkably straightforward and even downright easy compared to other bosses you've struggled with recently.

Ghost Rider relies predominantly on physical attacks with its broadsword (three different styles of attacks). It occasionally tries to Gather your party into one HEX, which is essentially ineffective

if you're already in one HEX using Combination Arts against it. On rare occasions, it will use its Melancholy Breath misery attack to turn you all into kitties.

Do what you do best in this fight: destroy, destroy, destroy!

Boss Battle—Gremlin

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Gremlin (Boss)	54	28,200	0	12,500	6,700	—	—	—	—	912	742	481	202	222	172	562	431	451	None	Meteor Strike ARM Part	—



The Gremlin is not a difficult adversary, however it possesses an interesting ability: Reset. In turns 11–12, the Gremlin performs a preparation move called Ready to Reset. If the Gremlin is not killed before its following turn, the entire battle starts over again from the beginning!

Thankfully, the Gremlin is not that hard to defeat before its 11th turn, especially if you're efficiently using any of the LPs to inflict maximum

damage. The Gremlin has no elemental resistances, so use any LP that's conveniently located.

For a few turns before the preparation move, the Gremlin may just flash a bitter smile. This is a non-action that balances out the threat of the upcoming Reset, so really it's giving your party a last chance to beat it before the fight begins anew.

The Battle for Tower G!



Fereydoon is the last of the four Sentinels guarding the last of the four TF system towers. You would think he'd recognize you all by now, but apparently he's got other things on his mind. Fereydoon would like to let you go. However this loyal soldier has his orders, and unfortunately, that means killing Dean and the group.

Boss Battle-Fereydoon

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Fereydoon (Tower G Boss 1st Fight)	54	96,200	0	31,000	5,250	—	—	Weak	Resist	890	762	420	301	381	281	714	379	621	None	Freeze Blade ARM Part	—

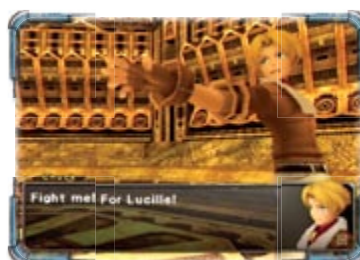


As a professional soldier, Fereydoon has acquired an impressive arsenal of skills; however that is also his downfall. Very often throughout this fight, Fereydoon spends valuable turns jumping around the battlefield and giving up his chance to inflict massive pain on everyone in his path.

Cast Ley Change immediately at the start of the fight to get access to a wind LP, which is Fereydoon's one weakness. From that point on, don't let up

for an instant: if you look at his HP you'll understand why! If you're on the wind LP and Fereydoon makes the mistake of entering the earth LP, blast him with every wind-based attack you can to take advantage of the opposite LP bonus.

In turns 3–4, and again in 9–10, Fereydoon may use the prep move called Concentrating. It's a setup for Laser Silhouette, which is just a fancy name for Instant Death. If your timing is good and luck is on your side, you'll have one turn to cast Invincible on your party grouped into the wind LP and completely nullify his instant death attack. If you miss that chance, you'll likely be starting this battle over.



Boss Battle-Fereydoon (Duels Chuck)

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Fereydoon (Tower G Boss 2nd Fight)	54	17,800	0	28,705	3,870	—	—	Weak	Resist	790	692	420	241	331	281	704	339	381	None	None	—

Again this battle has Fereydoon spending valuable battle turns casting various Originals but not attacking as much as he could be.

During the duel, have Chuck take up residence in the wind LP and bait Fereydoon to come to you. Wait for him to be close to the wind LP and then use it to your benefit; if he's staying one too many HEXes away, leave the wind LP one HEX over and hopefully the Sentinel will move closer to the LP so you can run back in and take advantage of his weakness.

This is not a difficult fight. Chuck is one of the best characters for fighting at low HP given his unique personal ability, so don't feel rushed into using HP recovering items or healing commands. The extra damage he inflicts while wounded could be enough to end this confrontation.



TF SYSTEMS: TOWER 0



Chuck dares Fereydoon to step out from behind his mask and show the world his true self. It appears as though the single-minded Sentinel has finally rediscovered his "humanity." In light of these changes, what will the future hold for Chuck, Lucille, and Fereydoon?

After the scene with Fereydoon, collect the Giga Crush from the central platform and leave via the crystal in the room's east end. When you leave the tower, the endgame begins.

TF SYSTEMS: TOWER 0

Gehenna Neros



2



3



Use Detector to see the invisible steps leading up to the first floating lift platform. Jump to each platform as you get higher and higher above this chamber, until you reach the top ledge and the entrance to area 3.

Jump across the four floating platforms to reach the far ledge and the crystal that leads to area 4.



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After you've gone to both areas 5 and 6, use Power Shot on the orb to activate the northern crystal leading to area 7.



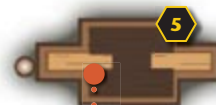
Use Fire Bullets on the orb here to make the western crystal appear; it leads to area 5.



4



Use Freeze Ray on the orb to make the eastern crystal appear; it leads to area 6.



5



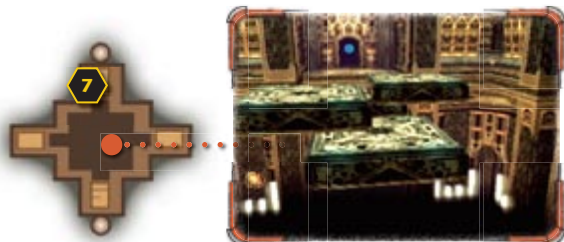
The four barriers going back and forth here block the three torches most of the time. There is a moment when you've got a clear shot at all three torches, but a typical fire shot won't do the trick. Line up all three torches with some practice shots and when you've got a straight shot across all three, charge your fire shot so it travels faster than a regular shot. Now just wait until the walls part and let it rip! Now go back to area 4.

Use Freeze Ray to extinguish the four torches while riding the central platform. You have to be very quick to put them out and keep them out. Then return to area 4.



6

6

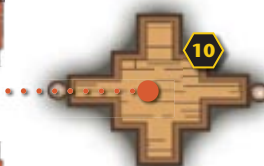


Jump across the moving platforms to reach the doorway on the south ledge.



Use Power Shot to shoot the blue orbs in the following order: west orb, east orb, middle orb, west orb. Finally, shoot the eastern orb with a standard bullet and a crystal appears in the eastern part of this chamber.

Use Power Shot to shoot the colored orbs in this order only: east, west, south, then north (leave the middle orb untouched). When this is done correctly, the sealed doorway in the east opens up, leading to area 11.



Jump across the moving platforms to reach the crystal on the northern ledge.

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Use the newly gained Duel Sign bullets to challenge the creature in the middle orb. Beating this boss opens the path farther into the dungeon.



Shoot the four colored orbs in the corners of the room in any order, but with specific bullets. Shoot the northwestern orb with standard bullets, the northeastern orb with Power Shot, the southwestern orb with Freeze Ray, and finally the southeastern orb with Fire Bullets.

Treasure Summary

Area	Container Type	Item Name
3	Chest—Blue	Dragon Fossil
3	Chest—Blue	20,000 Gella
4	N/A	MP Orbs
7	N/A	MP Orbs
8	Chest—Blue	2x Holy Berry
8	N/A	MP Orbs
8	Chest—Normal	2x Duplicator
11	N/A	MP Orbs
11	Chest—Blue	5x Full Revive
13	Chest—Normal	Blank Medium
13	Chest—Normal	Duel Sign ARM Cartridge
14	Chest—Blue	Ambrosia
15	Chest—Normal	Exodus Orb
17	N/A	Giga Crush

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

TF SYSTEMS: TOWER O



This crystal in area 15 is the point of no return. DO NOT touch it until you're absolutely ready to fight Volsung!



Once the fourth TF system tower is deactivated and its power removed from the network, a fifth tower—the central TF system tower that had been cloaked and hidden from Filgaian society—appears to the world in all its glory. After a long reunion in Capo Bronco, the group is ready to set out to finish their journey.

The central tower is exactly in the middle of the world map. Speak with some shopkeepers and various NPCs and you might hear some rumors about it, but when you're ready to travel there, teleport to Mithysmere. The tower may be physically closer to Harmonde, but the path is accessible only via a narrow strip of partially submerged sand leading away from the northeastern continent. Travel west to the coast from Mithysmere and you'll see the tower looming above the ocean. Use Asgard to cross the short sections of submerged path.

Sidequest Update

The final sidequests are now unlocked with the appearance of Tower O. We strongly suggest completing as many of these as possible to level up your characters before confronting Volsung!

The following sidequests are now available:

- # 7 Delivery Boy 3
- # 14 The Peon Dream 2
- # 24 The Flower Child 2
- # 30 Family Feud
- # 31 The Hunt for the Holy Root
- # 35 The Black Market
- # 36 The Bicycle Nut Challenge

In addition to these sidequests, you should now be sufficiently leveled up (60–70) to take on the hidden dungeons and puzzle boxes, and gain as much experience as possible before continuing with the story.

CAUTION

Once you've entered TF Systems: Tower O, you can't leave until you reach a certain floor, so we recommend spending significant amounts of Gella buying all the healing and recovery items you can carry. You won't get another chance to stock up (or leave the tower to regroup) before fighting Volsung.

CAUTION

Before entering Tower O, rearrange your party and equipment. The group will be split into two teams to complete this dungeon, so equip your badges and mediums accordingly (the choices are yours to make, just balance out your two teams with all available powers, etc.).

The Endgame

Immediately upon entering the facility, you're thrust into your first fight against two of Volsung's monster minions; this isn't a boss fight so just consider it a fun warm-up for what's to come. The novel part of this fight is that additional fighters show up during the battle for a total of nine: this fight is made for Trigger Rondo! Actually any Combination Art that attacks all adjacent HEXes is a solid choice because you'll likely be surrounded by attackers.



With the security system in the tower drawing so many enemies down to area 1, the group decides they need to split up to make any progress. Choose two party members and Dean leads team 1 farther into the tower while team 2 stays in area 1 and deals with the oncoming adversaries. First up, Gehenna Neros attacks team 2.

Boss Battle—Gehenna Neros

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Gehenna Neros (Boss)	57	97,000	0	25,000	7,000	—	—	—	Weak	1,020	900	510	310	380	480	620	410	660	None	Laurel Crown	—
Gehenna Neros (Doppelganger)	57	9,700	0	700	70	Weak	Weak	Weak	Weak	1,020	900	510	310	380	480	620	410	660	None	Laurel Crown	—



Gehenna Neros has the unique ability to create multiple copies of itself in battle. While doppelgangers share the same attribute stats as their creator, they only have a tenth as much HP. Destroy the doppelganger immediately to reduce the team advantage. Better yet, prevent the duplication by surrounding Gehenna Neros and not allowing it an adjacent HEX in which to create a doppelganger.

Cast Ley Change immediately to gain access to the earth LP and thus take advantage of Gehenna's primary weakness. It uses Hi-Blast against you quite often, while the doppelgangers attack physically.

Regardless of whether you've got access to the earth LP, Hi-Break gems are a boon in this battle. The most important tactic in this fight is to prevent Gehenna from creating duplicates, and slowing its turn rate (while improving yours) with Originals such as React Minus or Quicken. This beast has an insane number of HP so it may take a while to get through this one.

Boss Battle—Vagesta

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Vagesta (Boss)	58	97,079	0	29,500	6,900	—	—	Weak	Absorb	989	989	505	202	303	404	707	404	823	None	Castle Wall Badge	—



Vagesta is an LP master. It's got all four types of elemental attacks that stack with LP bonuses, plus it can Ley Change often enough to mess up your strategy. Due to its primarily magical nature and the linear alignment of this battlefield, Vagesta seems to prefer fighting from a distance. It also guards frequently, turtling through many battle turns to protect itself.

continued on next page...

Boss Battle-Vagesta (continued)

Get the group together on the wind LP and use Vagesta's wind weakness to greatly increase the damage of your attacks as long as you can before it changes the LPs around. Doing so also nullifies its attempts to Gather you all together, which really just gives you more free time to not suffer through its other more powerful commands. The earth LP is right next to Vagesta's starting HEX, so be ready to use the wind LP's opposite as a boon to your damage, but also prepare to be taking more damage yourself if it fires off its earth elemental attack.

Despite having a lot of HP, Vagesta is not that challenging a foe. It spends most of its time a few HEXes away, but it eventually might approach and use its Whip Arm attack in melee combat. During one of your free rounds while it guards, use a Lucky Card to get an added EXP bonus that's split only three ways.

The Point of No Return



The party is precariously close to its final objective, and just one thing stands in the way: Volsung! Avril's commentary serves as a poignant warning not to underestimate Volsung: he's powerful enough to have become leader of the Veruni Radicals by force as well as being technologically advanced. Avril's concerns aren't just centered on Volsung's power, however. She wonders if your progress may have



been part of his plan all along: after all you did just beat the four Veruni Sentinels.

When you're ready, touch the crystal in area 15 to progress to the final fight.

After you enter the crystal in area 15, you won't be able to return to Filgaia. Save an extra save file here so you can go back and finish up any uncompleted business if you should so desire.

TIP

CAUTION

Make any final preparations now, before going through the crystal in area 15 to confront Volsung. Use the Save Point, shuffle mediums, etc, whatever you need to do. Just don't rush in!

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Boss Battle-Volsung

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Volsung (Boss)	60	77,777	0	40,000	7,000	1/2	—	Weak	—	1,050	740	550	250	420	340	630	320	420	None	Ambrosia	—
Gram-Zanber (Boss)	57	99,999	0	50,000	0	Resist	Resist	Resist	Resist	0	0	0	9,999	9,999	0	0	0	0	None	None	—



If you're well prepared for this fight in both levels and equipment, Volsung is suspiciously easy to defeat, but there's both a trick to it, and some secret intelligence that you don't discover until afterward.

Right from the beginning of the battle, cast Isolate as soon as possible. This command separates Volsung from his indestructible sword: Gram-Zanber. The Veruni leader is then reduced to

using mostly his melee kick attack, despite having access to his Dark Isolate Original Command that carries the instant death ability. Mostly, Volsung sticks in melee mode and occasionally attacks with Hi-Blast or Heavy Crush.

Get into the wind LP quickly and hope for Volsung to take up a position in the earth LP. He's got a lot of HP, but if you keep at him with your own LP-charged Heavy Crush and/or Hi-Blast, you'll have him down in no time.

If you can't separate him from Gram-Zanber, Volsung executes the Holding the Sword prep move for the Gram-Zanber Nemesis attack, which is a fancy name for game over. This brutal attack does base HP damage of 10,000 and can target any HEX on the battlefield. Take immediate action when you see his prep move in either turns 3-4, or during turns 9-10.

Boss Battle-2x Karian Sentinels

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Karian Sentinels (Boss)	62	37,800	0	15,555	3,888	—	Weak	—	—	912	891	489	257	331	210	560	397	350	Mega Berry	Holy Berry	Golem



Immediately after finding out the truth about Volsung and the ensuing drama, the group is thrust back out into Filgaia to Laila Belle where Radical-controlled golems threaten to destroy the city. The party pulls the golems outside the city's walls to battle them on safer ground.

This is a pretty easy fight if you focus on buffering your attacks from the water LP and destroy one golem at time. The golems have a powerful Shockwave attack, but it only targets adjacent HEXes. So if you see the Preparing Shockwave prep move, just move away from them and the upcoming power attack is nullified.



★ LOCUS SOLUS: BLACK BOX ★

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Use Freeze Ray to freeze three of the four explosive crates. Then blow up the fourth, which thaws out the remaining three. Now just drag the three crates onto the three switches to open the door in southern wall to area 4.



Shoot the switch with Power Shot to open the sealed doorway to area 3.



Use Power Shot to blast open the secret door at the corridor's south end.



Drag a crate onto the floor switch, then approach the door in the south wall. While staying right up against the door, turn around and shoot the crate with Power Shot, and then quickly duck through the doorway when it opens and before the grate comes back down.

WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

LOCUS SOLUS: BLACK BOX



When you've been to area 16 for the clues and come back to the clock, turn the eastern crank to put the red hand on the 7 position, and then switch to the western crank to move the blue hand to the 11 position.

The time the clock should read is 7:55; make sure you do it in this order or the time won't set properly. When you successfully set the clock, the two springboards are activated, allowing access into the next part of the map. Jump up on the western springboard and head toward area 18.



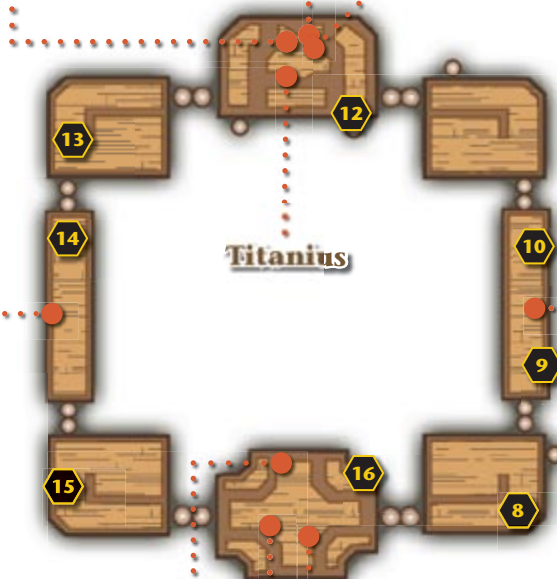
On your third and last trip to the clock, change the hands so the clock reads 6:10, which finally opens the sealed doorway into area 21.



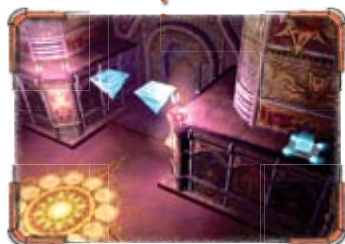
Upon returning from area 18, which the western springboard granted access to, adjust the clock to read 3:15 and the eastern springboard activates, allowing access into area 19.



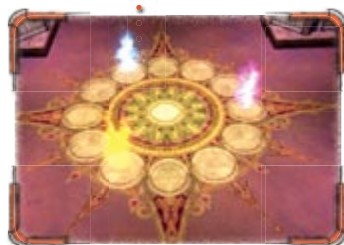
Use Detector to see the floating markers here, then shoot them with Power Shot. Don't get too close to them or a random battle is triggered.



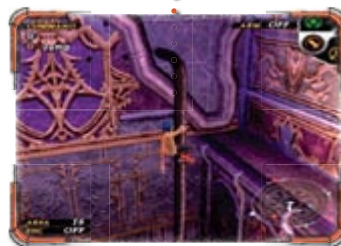
Use Detector to see the floating markers here, then shoot them with Power Shot. Don't get too close to them or a random battle is triggered.



Use Power Shot to target the west end of the pipe and shoot it. It swings down so you can climb to the upper level.



While you're on the switch, the flames ignite in a specific pattern. This pattern is a clue as to how to solve the puzzle to reach the inner part of Black Box. Now you can return to the clock in area 12.



Shoot the switch at ground level to open the eastern door. Then use Detector to make the invisible steps between the upper levels appear. Climb up the pipe to the upper levels, jump across the "invisible" steps, and activate the switch to light some colored flames from the floor in the center of the room.

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Use Detector to see the floating markers here, and destroy them to prevent random battles.



Light all four torches with Fire Bullets and...nothing happens yet. Now go back around to area 20.



Use Detector here to see the security markers and destroy them to prevent having to fight battles.



Elevator

Garyugossa

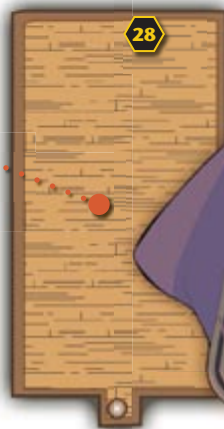


Light all four torches in this area with Fire Bullets and return to the clock in area 12.

You're about to face the final wall between humans and the Veruni. Examine the door at the top of the massive spiral staircase to get three choices: Stop and make preparations, save the game, or face Volsung in the final battles.



Volsung



Treasure Summary		
Area	Container Type	Item Name
1	Glint	Cordyceps
1	Glint	Full Revive Fruit
4	Glint	Lucky Card
4	N/A	MP Orbs
5	Glint	LS Amethyst P
5	Glint	Holy Berry
8	Pottery	Mega Berry
8	Pottery	Hi-Water Gem
10	Pottery	Ambrosia
11	N/A	MP Orbs
13	Pottery	LVL Apple
13	N/A	MP Orbs
15	Glint	LS Amethyst E
16	N/A	MP Orbs
26	Glint	Ambrosia
26	Glint	LS Amethyst Y
24	Glint	LS Amethyst Z



WILD ARMS 5

PRIMA OFFICIAL GAME GUIDE

LOCUS SOLUS: BLACK BOX



Once you're up on the inside ledge of area 24 for the first time, jump stomp the switch here, then jump down off the ledge to the lower level and use the southeastern exit to get into area 25.



You must get from the end of the inside ledge here around the inside wall to the far side's ledge. Two blue orbs nearby control the invisible steps in two parts. Stand at the end of the ledge and shoot the orb across the gap to make the first set appear and start moving. Follow the first set of steps up and back until you get a clear shot on the second orb. Then shoot it, get onto the second set of steps, and follow them to the far ledge to reach area 24's inside ledge.

Shoot the blue orb across the water and quickly jump on the lift behind you to get to the top floor. Take the catwalk to the north to reach area 24.



When you've collected the Amethyst from area 26, leave area 22 via the western door.



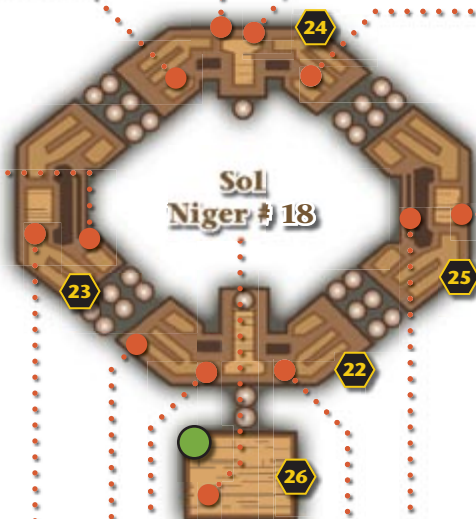
Collect the Amethyst from the end of the ledge, and note the two switches across the moat on the narrow ledges. You'll be getting to those soon enough. For now, go back to area 23 and take the lift up to the southern catwalk this time, leading into the top level of area 22.



When both stomp switches have been activated, this panel opens up. Insert the Amethysts you collected in Black Box into the holes to activate the hidden bridge leading to the secret door in the south.



Jump stomp this second switch and jump down to the lower level to examine the new panel below that the two switches activated.



Shoot the orb near the central platform to ride it up to the higher level. Go through the southern doorway to get into area 22. You should have already activated the first jump stomp switch at this point. This second part of the procedure to get to the second stomp switch is quite similar to the first.



On the high ledge is another orb that controls the first section of invisible steps. Shoot it to activate the steps, jump on, and follow them halfway north across the gap until you can shoot the second orb and activate its steps. The second section of steps leads you across to the northeastern inside ledge and the doorway to the inside ledge of area 25.



On the inside ledge of area 25, three orbs control the invisible steps in three sections. Shoot the east ledge orb, then the inside west ledge, then the second east side ledge to get all the way around the inside of area 25 and to the remote doorway leading to the inside ledge of area 24.



The orb at the end of the ledge controls the first half of the invisible steps across the gap to the north ledge. Activate the steps, jump on, and be prepared to shoot the left orb on the far side to activate the second set of steps taking you up to the left ledge. Follow the ledge leading west and back into area 23 but on the inside ledge this time.



After some very shocking developments, Captain Bartholomew arrives over Laila Belle in the *Mayflower*. To stop Volsung for good, he has to teleport you to the bridge of the Locus Solus, otherwise known as the Black Box.

Boss Battle-Titanius

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Titanius (Boss)	65	127,500	0	39,700	8,750	—	—	Weak	Absorb	1,022	1,082	481	278	472	424	712	387	608	None	Ambrosia	—



Titanius has the most HP of anyone you've fought yet, but don't be discouraged. Use its weakness to wind against it, and you can bring it down without too much effort. If your characters are above level 70, use high-powered medium abilities such as Celesdue to dramatically reduce Titanius's stats and pack even more damage into your attacks.

Focus on using the wind LP to buffer your many attack types, especially Hi-Vortex Gems. Combination Arts don't seem to work all that well on Titanius, and its armored hide is too thick for most basic physical attacks. Make Heavy Crush and Hi-Blast your key tactics in this battle.

Boss Battle-2x Garyugossa

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Garyugossa (Boss)	67	68,500	0	23,700	4,750	—	—	Resist	Weak	878	920	620	331	249	217	787	439	587	None	Great Apple	Flying



Do whatever you can to improve your turn rate compared to that of your enemies. This is especially important while two remain in the battle.

In addition to affecting the turn rate, seek out damage bonuses everywhere, including lowering their stats using skills such as Celesdue, which can dramatically increase the damage dealt by all attacks across the board. Lowering their stats makes attacks from LPs, opposite LPs, physical, and magical attacks all do more damage. Try casting Isolate to randomly get one of them on the wind LP to use the opposite LP damage bonus.

The Garyugossa use Dark Isolate against you. If they pull this off, cast Gather on the survivors to get the group back together on the earth LP.

Also, Preparing Shockwave is the prep move for the massive Shockwave that targets all adjacent HEXes. Just as in a previous battle, if you see the prep move, get out of the adjacent HEXes and the attack is nullified.

Tear Down the Wall!!!



This is it, the “final” showdown with Volsung. Once you go beyond this doorway, you’re committed to the battle, so make any last-minute preparations now. Dean’s got a plan, but the others worry that it’s too dangerous. But our hero isn’t going to back down now! In the most dramatic entry, Dean attacks Volsung head on, which may have just amused the evil Veruni leader.

Now defeat Volsung once and for all, and tear down the wall standing between humans and the Veruni for good!

Boss Battle-Volsung & 2x Zone Violators

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Volsung (Locus Solus Boss)	70	99,999	0	50,000	8,000	1/2	—	Weak	—	1,100	820	620	250	320	380	760	330	540	None	Ambrosia	—
Zone Violator	68	17,500	0	20,000	1,000	—	Weak	—	Weak	772	642	500	227	169	150	529	436	393	None	Mega Berry	Golem



Volsung’s two Zone Violator golems are mere support troops. They provide little threat to the party and can be destroyed relatively easily by using their weaknesses to water and earth against them. Combination Arts that are particularly strong vs. golems will reduce them to scrap metal in no time. Eliminate these two distractions ASAP so you can deal with Volsung three on one.

Volsung’s strategy is centered around setting up for Gram-Zanber Nemesis attack. He’ll cast his Original Command Double Action, which allows him to execute both the prep move and the Nemesis attack as a one-two punch. Whoever is on the receiving end of this attack is instantly killed; you’ll need to revive him or her in your own HEX on your next turn. After the Nemesis attack however, Volsung and his sword become separated, much like in your fight against Volsung’s clone. This significantly reduces the threat.

While Volsung doesn’t have his sword, get the group into the wind LP and cast something such as Celesdue to lower Volsung’s stats. If he and Gram-Zanber are separated, he runs to collect his sword, buying you a spare turn. If you’re lucky, Volsung ends up at some point in the earth LP. If so, be ready with all your long-range stackable magic such as Heavy Crush to inflict massive damage against the Veruni leader.



The first battle against Volsung might be over, but there’s another part to his evil plan: meet Jotunheim, his advanced golem infused with the power of the Darkness Tear! The Black Box is falling apart after this battle and you need to escape quickly! As soon as you’re back in control, use the Exodus Orb to teleport back to the entrance of the Black Box and leave via the main entrance. The events now put into motion will blow you away!

On your way out of the Black Box, you have one final opportunity to shop before the final battle. Spend your hard-earned Gella and buy as much as you can!



Boss Battle-Legio Volsung

Beast Name	LVL	HP	MP	EXP	Gella	Fire	Water	Wind	Earth	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	S. I.: Common	S. I.: Rare	Att.
Legio Volsung (Final Boss)	70	150,000	0	0	0	—	Weak	Weak	—	995	745	325	650	250	325	750	450	540	None	Ambrosia	—



What has become of Volsung? The evil that possessed him transforms into some type of vile beast! Volsung and this beast are the final challenge that Dean and the group must overcome in mortal combat.

Legio Volsung is not very mobile; he attacks from the wind LP with the Ultimate Claw attack, which targets *all* enemy HEXes no matter where you're located.

Get the group into the water LP immediately. This is Volsung's primary weakness, and considering his HP is 150,000, you need all the help you can get!

This is commonly a remote fight. Rarely do you need to get up close and personal with this, this...abomination. He may spend the entire fight on the wind LP, so fight from the water LP and just keep blasting him with Heavy Crush attacks. Ideally you've got at least one Dual Cast badge so that you're firing off two water-buffered Heavy Crush commands at a time.

If Volsung uses his Great Booster command, Dispel it to keep his stats normal, or one up him with a stats down counter command or, even better, the infamous Celesdue.

You need to heal often to counter the damage done by Volsung's powerful Giga Crush attacks; Ambrosia is the best option for this as it replenishes both HP and MP, which keeps your character's Heavy Crush attacks firing regularly.

It's time to pull out all the stops, give it your all. This is the one fight you can't afford to lose.



The End...Or is it?



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WORLD MAP



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-NOTE-

Bonus Content Online!

For complete walkthroughs of the Secret Dungeons, please go to www.primagames.com and search for the title "Wild Arms 5."

Teleporting Around Filgaia

After you get the Teleport Orb and have completed the Magically Challenged sidequest, your fully functional Teleport Orb is traded with one that's...well, got some quirks.

When you use your new Teleport Orb within one of the four regional Stonehenges, you're sent off course to a hidden or otherwise inaccessible part of the world. Visit all four of these areas to collect valuable treasures and find hidden bosses. Note that this is the only way to find the Creeping Chaos boss that the Bicycle Nut speaks of during his specific sidequest.

TIP
If you're teleported into an isolated area, you just have to use the orb again to get back on track to your next objective. The teleportation miscalculations only occur from within a Stonehenge.



The southeast Stonehenge takes you to an isolated ledge above the dry valley outside Mirapulse where you can find one of the hidden Sealed Crystals and challenge the boss inside.



When your faulty Teleport Orb is activated inside this Stonehenge, you're teleported way off target to the isolated island in the south, and the secret dungeon of Abyss.



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Teleporting from the southwest Stonehenge sends you way off course to northeastern Filgaia, to an isolated island that's home to some treasure and a hard-to-reach puzzle box.



Teleporting from this Stonehenge in the northwest takes you to the only place in all of Filgaia where LVL Apples grow on trees. Don't forget to collect the other hidden treasures on this isolated ledge before you leave.

Southwestern Filgaia

The Mysterious Black Box

In southwestern Filgaia is a mysterious sentient black treasure chest that can speak to all the treasure chests in the world. It keeps track of how many treasure chests you've found and collected items from. Once you've collected all of the 362 treasure chests in the game (250 in dungeons and 112 out in the world), come back to the Black Box for your reward. And you thought it would be that easy? Forget it! Once you've collected the treasures, come back and challenge the box in a battle for the contents of every treasure chest you've ever collected plus the ultimate prize: A 20-LVL Apple!!!



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Southwestern Filgaia Item Summary

#	Item	X	Y	#	Item	X	Y	#	Item	X	Y
1	Bronze Sun Badge	15104	48422	16	Puzzle Box 5	19700	20925	31	Laurel Crown Badge	30413	15262
2	Puzzle Box 8	15400	41575	17	3x Lucky Card	21247	23801	32	Sacred Shroud Armor	33350	18277
3	3x Tent	24713	43225	18	5x Heal Berry Tree	17876	17760	33	5x Duplicator	37427	21433
4	5x Heal Berry Tree	21580	37930	19	5x Heal Berry Tree	17057	17662	34	Stonehenge—Desert	32398	23776
5	800 Gella	18568	37688	20	Rock Barrier	18907	17710	35	Gold Sun Badge	34832	23750
6	5x Heal Berry Tree	20508	38877	21	Sol Niger SW	20420	12650	36	Fast Gunman Badge	36120	26571
7	5x Heal Berry Tree	18981	38927	22	Puzzle Box 12	21525	10350	37	10,000 Gella	32621	34039
8	5x Heal Berry Tree	19424	30103	23	Heart Leaf Badge	26877	9881	38	Black Box	26653	38121
9	5x Heal Berry Tree	18414	30171	24	3x Potion Berry Tree	28552	10912	39	Puzzle Box 2	28200	43275
10	3x Nectar	16264	31199	25	Frey Amulet	31208	14691	40	Stone Monument	31373	43105
11	Gigantic Tree	12672	29762	26	Traveling Salesman Ringo	39270	13258	41	Hyper Command Piece	41216	34472
12	2x Gella Card	11163	29365	27	Gold Moon Badge	40037	9104	42	5x Gella Card	43975	39529
13	Altar Island	16091	25294	28	Ebony Shadow Badge	49677	8816	43	3x Potion Berry Tree	41565	38811
14	Puzzle Box 17	6200	26000	29	Speed Skates Badge	25644	21946				
15	Dragon Fossil	12223	22558	30	Sealed Crystal	24686	18055				

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Northwestern Filgaia



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Northwestern Filgaia Item Summary

#	Item	X	Y	#	Item	X	Y	#	Item	X	Y
1	Puzzle Box 16	46200	87700	18	Puzzle Box 6	39325	89425	35	Sealed Crystal	29245	76312
2	Gold Moon Badge	435700	89872	19	Heavy Guard Armor	27917	82702	36	Priest Badge	27510	72415
3	Stonehenge—Cliffside	41928	96255	20	Dragon Fossil	23624	83342	37	Dragon Fossil	36116	72659
4	Red Pepper Badge	41627	87896	21	3x Potion Berry Tree	20168	86617	38	5x Heal Berry Tree	15840	60237
5	Rock Barrier	46819	83601	22	Rock Barrier	17778	73124	39	5x Gella Card	20046	58585
6	Silver Sun Badge	47374	84866	23	Comet Mark Badge	12825	76996	40	3x Potion Berry Tree	33709	67449
7	Hydro Pressure Command Piece	51038	79742	24	Fragile Command Piece	18878	78328	41	Sky Twister Command Piece	34396	66350
8	Bronze Sun Badge	43699	73326	25	Puzzle Box 18	12925	84725	42	Obsidian Spear	29176	66689
9	Rock Barrier	42511	73398	26	6x Duplicator	16392	88540	43	Bronze Moon Badge	30042	63339
10	Cremation Command Piece	41277	64719	27	Puzzle Box 15	12800	60575	44	5x Duplicator	31061	54740
11	Sol Niger NW	40805	66778	28	Cat's Paw Badge	7720	53500	45	Sealed Crystal	27705	57756
12	Light Vest Armor	37888	76348	29	Traveling Salesman Paul	16356	69696	46	Silver Sun Badge	29784	50743
13	Sealed Crystal	30755	78621	30	Knight Badge	18158	67111	47	Puzzle Box 3	33257	51875
14	Wing Robe Armor	32596	84697	31	5x Heal Berry Tree	20868	69218	48	React Plus Command Piece	33626	53815
15	3x Potion Berry Tree	40065	91983	32	5x Heal Berry Tree	19153	68164	49	2,000 Gella	34601	58510
16	3x Potion Berry Tree	39149	90416	33	Gather Command Piece	14734	62138	50	Dark Isolate Command Piece	39181	59879
17	3x Potion Berry Tree	37816	89773	34	Chain Vest Armor	21844	65317	51	Stone Monument	38313	65295

Northeastern Filgaia



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Northeastern Filgaia Item Summary

#	Item	X	Y	#	Item	X	Y	#	Item	X	Y
1	Bronze Moon Badge	61973	86343	13	15,000 Gella	82763	77193	25	Dragon Fossil	79703	63733
2	5,000 Gella	67671	83178	14	Puzzle Box 19	95000	76650	26	3x Potion Berry Tree	79910	59913
3	Regenerate Command Piece	70018	90818	15	Silver Moon Badge	97229	68820	27	Berserker Badge	76216	68355
4	Rock Barrier	79423	81164	16	Puzzle Box 14	97125	70150	28	5x Heal Berry Tree	77171	73447
5	Sealed Crystal	80555	92015	17	Gold Sun Badge	93334	69098	29	Bronze Sun Badge	71867	75636
6	Stone Monument	88997	85041	18	Stonehenge—Beachfront	87561	71985	30	Stone Bullet Command Piece	68134	71843
7	Genius Protector	55223	91652	19	Puzzle Box 10	87000	65075	31	Puzzle Box 7	62025	65100
8	Jasper Pillar	52809	95656	20	Traveling Salesman George	82397	61960	32	3x Potion Berry Tree	70546	68013
9	Dragon Fossil	73437	77107	21	Puzzle Box 20	81050	68825	33	Protection Robe Armor	75777	62694
10	Dragon Fossil	78417	83128	22	Protect Command Piece	84422	70557	34	Shut Out Command Piece	69947	62915
11	Sol Niger NE	81017	83321	23	Silver Moon Badge	82842	72603	35	Tiny Flower Badge	60019	56071
12	5x Lucky Card	82894	82083	24	Bad Omen Badge	78730	70501				

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Southeastern Filgaia



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Southeastern Filgaia Item Summary

#	Item	X	Y	#	Item	X	Y	#	Item	X	Y
1	Puzzle Box 1	74525	48700	14	Sealed Crystal	71460	22992	27	Stone Monument	63584	36259
2	3x Potion Berry Tree	71454	46711	15	Dispel Command Piece	75881	10100	28	Isolate Command Piece	57804	41348
3	5x Duplicator	73261	40988	16	Mega Berry Tree	76917	11787	29	2,000 Gella	84312	37357
4	Dragon Fossil	77286	42486	17	5x Tent	68446	7902	30	Puzzle Box 4	83870	34455
5	Traveling Salesman John	81860	27450	18	Puzzle Box 11	67700	9325	31	3x Gella Card	89852	41912
6	5x Duplicator	87715	32683	19	15,000 Gella	64486	7703	32	LVL Apple Tree	82467	42197
7	Mega Berry Tree	91523	37821	20	Gunstar Sign Badge	69466	10556	33	Stonehenge—Meadows	86347	42611
8	Ninja Badge	91559	37664	21	Agony Effect Command Piece	76796	26039	34	King's Crown Badge	84980	46766
9	Prism Staff Badge	93420	27625	22	Item Scope Badge	70978	31898	35	Rock Barrier	92907	44347
10	5,000 Gella	88491	18180	23	Ice Barrier	70488	26973	36	Sol Niger SE	96927	51920
11	Puzzle Box 9	83200	14800	24	Puzzle Box 13	64750	26525	37	Holly Crown	95343	50994
12	Berserker Badge	80854	17154	25	Holy Grail Badge	67626	23412	38	Ambrosia	92864	48554
13	Dragon Fossil	81635	22195	26	Land Steal Command Piece	70861	38361				

Locus Solus



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The Glorius Golden Angels

Golden Angels are rare treasures that you only get by defeating the most powerful bosses in combat. These valuable items remain in your inventory until you find and speak with characters doing cameos from previous *Wild Arms* games; they'll ask to trade something valuable for your Golden Angel. Often these items are unique armor or ARM Parts that you can't get anywhere else in Filgaia.

Locus Solus Item Summary

#	Item	X	Y	#	Item	X	Y	#	Item	X	Y
1	Mega Berry Tree	43360	24932	5	Ambrosia	30429	20065	9	Cordyceps	33733	37505
2	Potion Berry Tree	26339	27620	6	Gella Card	18412	25304	10	Ambrosia	26013	32311
3	Mega Berry Tree	45628	37387	7	Lucky Card	22450	28657	11	Gella Card	25395	37699
4	Lucky Card	41086	18437	8	Cordyceps	44303	30127				

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★ SIDEQUESTS ★

1-Free Stuff

NPCs: Strong-Willed Shopmistress in Capo Bronco

Reward: Gella Card

Quest/Story Activation Time: Right after you dig up the golem part at Hillside Ruins

Deadline: N/A

Description: In the beginning of the game, after getting the golem part at the Hillside Ruins, talk to the Strong-Willed Shopmistress and she will give you a Gella Card for free.

Special: N/A

2-In Search of a Brother

NPCs: Paladienne in Gounon, Bicycle Nut in Capo Bronco

Reward: 2 Blank Mediums, Gold Nightingale

Quest/Story Activation Time: Upon arrival in Gounon

Deadline: N/A

Description: When you first get to Gounon, talk to the Paladienne (Yulie from *Wild Arms 4*) who's standing by the apple crates by the Winery. She will ask if you are free. Answer yes and she will give you a music box to give to her brother. After the conversation, head to Capo Bronco where her brother (Bicycle Nut) is. Find him in the small space on the right when you head toward the exit from where Old Man Tony is. Talk to him and give him the music box. Now go back to Gounon and speak with the Paladienne again.

Special: N/A

3-A Thank You from the Mayor

NPCs: Mayor of Gounon

Reward: Blank Medium, 5x Revive Fruit

Quest/Story Activation Time: Upon returning from the Temple of Rejection

Deadline: N/A

Description: After you finish your quest in the Temple of Rejection and come back to Gounon, speak to the Mayor of Gounon in the Winery for your reward.

Special: N/A

4-Humpty Dumpty Egg

NPCs: Rascally Youth in Honeysday, Red-Eyed Receptionist at Golem Hunter's Guild in Laila Belle

Reward: If you don't break the egg once: Frey Amulet, Ambrosia, 3,000 Gella

Quest/Story Activation Time: After you get to Honeysday but before you finish the mission in Mt. Chug Chug

Deadline: Before finishing Mt. Chug Chug

Description: After arriving at Honeysday and before finishing the Mt. Chug Chug mission, talk to the Rascally Youth who's by the flower bed and he asks if you can deliver a monster egg to the Golem Hunter's Guild in Laila Belle. The egg is fragile, so that means no fighting monsters or it will break and you'll have to go back to him for another egg. If you get stuck in a random encounter on your trip back to Laila Belle you must flee from it to protect the egg. The prize value goes down considerably each time you break an egg. Once you get an egg to Laila Belle and talk to the Red-Eyed Receptionist, she gives you a token of her appreciation.

Special: N/A

5-Delivery Boy

NPCs: Strong-Willed Shopmistress in Capo Bronco, Strong-Willed Shopmistress's Husband in Twelbit

Reward: Duplicator

Quest/Story Activation Time: After you're able to access the FX train

Deadline: Before entering Rygs Mansion

Description: Once you can use the FX (Filgaia Express) freely, the Strong-Willed Shopmistress in Capo Bronco asks you to deliver certain things to her husband who pops up in various places. The first delivery is the Fried Chicken. You have to go to Twelbit where the husband (the guy with the bandaged nose who's always laughing) is in front of the shop. Note: The husband disappears after you enter the Rygs Mansion, so you have to deliver the Chicken before that. If you don't, the Fried Chicken will become Ex-Fried Chicken (after Rygs Mansion mission) and the husband (if you find him later in a different town) will not accept it because it's rotten. Also if it becomes Ex-Fried Chicken and you show that to the Strong-Willed Shopmistress without giving it to the husband, she will stop asking you for errands and none of the other delivery quests will be accessible. After your proper delivery, talk to the Strong-Willed Shopmistress again for your reward.

Special: N/A

6-Delivery Boy 2

NPCs: Strong-Willed Shopmistress in Capo Bronco, Strong-Willed Shopmistress's Husband in Orsaeos Station

Reward: Wing Amulet

Quest/Story Activation Time: After you get the Teleport Orb

Deadline: Before the TF Systems: Tower O appears

Description: Once you get the Teleport Orb, speak to the Strong-Willed Shopmistress in Capo Bronco and she will ask you to deliver an Energy Drink to her husband who can be found in Orsaeos Station. The drink must be delivered before the TF Systems: Tower O appears or the husband will move to Alcedonia and the drink will turn into an Ex-Energy Drink and you will receive no prize.

Special: N/A

7-Delivery Boy 3

NPCs: Strong-Willed Shopmistress in Capo Bronco, Strong-Willed Shopmistress's Husband in Alcedonia Station

Reward: 2x LVL Apples

Quest/Story Activation Time: After the TF Systems: Tower O appears

Deadline: N/A

Description: After the TF Systems: Tower O appears, talk to the Strong-Willed Shopmistress in Capo Bronco and she asks you to deliver Fresh Laundry to her husband in Alcedonia Station. Once this is done and you return to her, you receive 2 LVL Apples. The quest item is unlike the previous ones in that it doesn't change form no matter how long it takes to deliver it.

Special: N/A

8-In Search of a Cat

NPCs: Bowtie Boy in Honeysday, his cat in Harmonde

Reward: XERD_003SS ARM

Quest/Story Activation Time: After finishing Mt. Chug Chug

Deadline: Anytime after receiving the Teleport Orb

Description: In Honeysday, speak to the Bowtie Boy who has a thing for animals. He asks you to find his stupid cat as if you don't have anything better to do. The cat appears in Harmonde after you get the Teleport Orb. Go to Harmonde and find a cat walking around. Talk to the cat (no, the cat doesn't talk back) and you decide it's the cat the kid in Honeysday was looking for. Deliver the cat to the Bowtie Boy and he gives you a hard-earned reward.

Special: N/A

9-The Handyman Needs a Hand

NPCs: Handyman in Laila Belle, Green-Haired Fugitive in Mithysmere

Reward: Variable

Quest/Story Activation Time: After you're able to access the FX train

Deadline: N/A

Description: Talk to the Handyman in Laila Belle after you get free access to the FX (basically after the Mt. Chug Chug mission). He's looking for a green-haired dude who played him for a sucker. So off you go looking for the guy. Find him in Mithysmere, but when you talk to him, you must choose between either dragging his sorry butt back to Laila Belle or becoming his assistant and doing his job for him, which is to pass out tissue packs in two towns (Laila Belle and Gounon). Below are two options for how to finish the mission.

Special: N/A

10-Help the Green-Haired Fugitive Pass Out Tissue (Option 1)

NPCs: Green-Haired Fugitive

Reward: Blank Medium, Pocketbook

Quest/Story Activation Time: After you're able to access the FX train

Deadline: N/A

Description: If you choose to help him pass out the tissue, visit Gounon first and pass out nine tissue packs to the townspeople. Don't forget to go into the Winery and pass out tissues there. Head back to Mithysmere and talk to the Green-Haired Fugitive again and he gives you a Blank Medium and 14 tissue packs. Now head to Laila Belle and pass out 14 tissue packs here. Note: The Rich Housewife will not accept the tissue until everyone else accepts one because she's psycho. Make sure she's the last one who gets the tissue. When you're done, go back to Mithysmere once again and talk to the Green-Haired Fugitive and he gives you a Pocketbook.

Special: N/A



11-Take the Green-Haired Fugitive Back to Laila Belle (Option 2)

NPCs: Green-Haired Fugitive

Reward: Doom Bringer ARM

Quest/Story Activation Time: After you're able to access the FX train

Deadline: N/A

Description: If you're brave and decide to haul him back to Laila Belle, he disappears. Travel to area 13 of the Starlit Path and talk to him there, which makes him disappear again. Now go find him in Hillside Ruins area 7. Talk to him again and yet again he disappears to Lightless Shaft area 18. Track him down there, and he teleports to Celestial Peak area 18. When you find him there, he finally gives up and gets taken away, but not before giving you Doom Bringer. Note: He communicates with the Groupie Girl in Mithysmere regarding his whereabouts so this helps you find him without these hints.

Special: N/A

12-Help Out the Apple Press

NPCs: The Apple Pressing Guy in Gounon

Reward: ATK Apple, LVL Apple

Quest/Story Activation Time: After you're able to access the FX train

Deadline: N/A

Description: After the FX is freely accessible, go to Gounon and talk to the Apple Pressing Guy inside the Winery in Gounon who is working the machine. Although he is a bitter, bitter man, help him out on the crushing (turn a wheel to the left of the machine that he's operating). Turn the wheel more than 10 times and he gives you a bottle of Apple Wine. The second time around, turn the wheel 30-99 times and he gives you an ATK Apple. Then go at it again, spin the wheel 100 or more times and he gives you LVL Apple. Note: The Apple Wine is vital to one of the sidequests later on, so make sure you get this.

Special: N/A

13-The Peon Dream 1

NPCs: The Corporate Peon in Laila Belle

Reward: 3 Blank Mediums

Quest/Story Activation Time: You must have the Johnny Appleseed Wine from the previous sidequest

Deadline: N/A

Description: Speak to the Corporate Peon who is talking to his boss in Laila Belle. His one wish is to drink some Johnny Appleseed Wine so give him the wine that you got from the above sidequest and he will in turn give you three Blank Mediums. Note: You must have the wine on you to activate this little sidequest.

Special: N/A

14-The Peon Dream 2

NPCs: The Corporate Peon in Laila Belle

Reward: The Black Pass

Quest/Story Activation Time: After the TF Systems: Tower O appears, and after receiving the Werewolf Fang from the Rascally Youth in Honeysday (sidequest #17)

Deadline: N/A

Description: This mission must be done AFTER the "Canned Peaches Rule" sidequest. After you receive the Werewolf Fang from the Rascally Youth, talk to the Corporate Peon and give him the Werewolf Fang. He in turn gives you the Black Pass, which is used to get access to the Black Market. (Black Market is run by the Red-Eyed Receptionist in the Golem Hunter's Guild in Laila Belle.)

Special: N/A

15-Harmonde Charity Work

NPCs: Charity Coordinator in Harmonde

Reward: Cheerful Girl Badge, 5 Blank Mediums, Soul of Lilithea, Blank Medium, Second Flash, Castle Wall Badge, 2 Blank Mediums, 6 LVL Apples, Ambrosia

Quest/Story Activation Time: After fighting Kartikeya in Harmonde

Deadline: N/A

Description: After Harmonde is destroyed by Kartikeya, speak to the Charity Coordinator and she asks for charity in the form of cold cash or items. Below is the breakdown of what you get in exchange for your Gella or items.

- 100,000 Gella = Cheerful Girl
- 500,000 Gella = 5 Blank Mediums
- 1,000,000 Gella = Soul of Lilithea
- 20 Heal Berries = Blank Medium
- 4 Tents = Second Flash
- 10 Peppy Acorns = Castle Wall Badge
- 3 Full Revives = 2 Blank Mediums
- 2 Gold Sun Badges = 6 LVL Apples and Ambrosia

Note: The Cheerful Girl badge and Second Flash are vital to finishing other sidequests later on so make sure at least these two are completed.

Special: N/A

16-The Ultimate Tea

NPCs: Rising Screenwriter in Twelbit

Reward: Canned Peaches

Quest/Story Activation Time: After you get the Teleport Orb

Deadline: N/A

Description: After getting the Teleport Orb, talk to the Rising Screenwriter in Twelbit. She's the one sitting in the chair by the cafe. She asks for a strong caffeinated drink. Give her the Second Flash that you got from the Charity Coordinator in the above mission. She thanks you and gives you a can of peaches.

Special: N/A

17-Canned Peaches Rule

NPCs: Rascally Youth in Honeysday

Reward: Werewolf Fang

Quest/Story Activation Time: After you get the Teleport Orb

Deadline: N/A

Description: Once you finish the above, go to Honeysday and talk to the Rascally Youth by the flower bed who is dying and searching desperately for some canned peaches. Give him the canned peaches and he thanks you profusely. He in turn gives you a Werewolf Fang. Now go back and finish the sidequest "The Peon Dream 2."

Special: N/A

18-Pickin' Up Chicks

NPCs: Forgetful Old Man in Capo Bronco

Reward: Hen Badge

Quest/Story Activation Time: After you're able to access the FX train

Deadline: N/A

Description: Once the FX is accessible, head to Capo Bronco and speak to the Forgetful Old Man. He asks you to find his chicks, who have gotten lost in town. The chicks are in three different areas: the barrels inside Dean's house, the barrels next to the Strong-Willed Shopmistress's place, and the barrels behind Old Man Tony. Once you've found all three chicks, go back and talk to the Forgetful Old Man and he gives you a Hen Badge.

Special: N/A

19-Nightburn's My Hero!

NPCs: Future Golem Hunter in Mithysmere

Reward: 2 Blank Mediums, 2 Duplicators

Quest/Story Activation Time: After you're able to access the FX train

Deadline: N/A

Description: Head to Mithysmere after you have free access to FX. There's a kid running around the well who wants to be a golem hunter when he grows up. He loves Nightburn like crazy so be nice and give him your poster that you've kept in your house in Capo Bronco. Go to Capo Bronco after talking to the future golem hunter and go to Dean's house. (Where are his parents?) Inside, check the poster by the bed and Dean decides to give it to the kid in Mithysmere. Now go back to Mithysmere and hand the kid the poster. The thankful boy gives you his reward: two Blank Mediums and two Duplicators.

Special: N/A

20-The Ghost in the Fountain

NPCs: Carefree Homemaker or Spirit Speaker in Twelbit

Reward: Bronze Moon Badge OR Bronze Sun Badge

Quest/Story Activation Time: After getting the flower "Le Ciel Bleu"

Deadline: N/A

Description: After getting Lady Diana's favorite flower "Le Ciel Bleu," make your way to the Clocktower fountain/pond in the middle of the first area in Twelbit. Examine the fountain, and you're given options to throw money in the fountain. Throw in 1,000 Gella or more and Dean comments on something changing. Now talk to either the Spirit Speaker in front of the bakery or the Carefree Homemaker who wanders around the city complaining about a headache. Talking to the Spirit Speaker gets you a Bronze Moon Badge and the Carefree Homemaker gives you a Bronze Sun Badge. Unfortunately you can only talk to one of the above people, so choose wisely.

Special: N/A

21-Chick Badge Check

NPCs: The Child with Grown-Up Eyes in Mithysmere

Reward: Sacred Boy Badge, Crystal Tear

Quest/Story Activation Time: After you get the Teleport Orb

Deadline: N/A

Description: The Child with Grown-Up Eyes in Mithysmere is the same Zoa Priest who can hook you up with new and cool badges! Talk to him after you have acquired a Teleport Orb and he tells you about wanting to examine the Chick Badge in detail, so make a Chick Badge (he makes it but doesn't examine it until

you talk to him again) and talk to him. He then asks you if he can look at the Chick Badge that you have. Let him and he gives you a Sacred Boy and a Crystal Tear to give to a Baskar friend of his.

Special: N/A

22-Delivery for a Baskar

NPCs: The Child with Grown-Up Eyes in Mithysmere, Guitar Strumming Youth in Memorial Sanctuary

Reward: Coyote M18F ARM

Quest/Story Activation Time: After completing Chick Badge Check sidequest

Deadline: N/A

Description: After finishing the Chick Badge Check mission with the Child with Grown-Up Eyes, go to the Memorial Sanctuary and walk down to area 2. Here you find the Guitar Strumming Youth who was in Gounon earlier on in the game. Give him the Crystal Tear and he gives you Greg's ARM part Coyote M18F.

Special: N/A

23-The Flower Child

NPCs: Flower-Growing Girl in Mithysmere

Reward: 2 Blank Mediums

Quest/Story Activation Time: After you get the Teleport Orb

Deadline: N/A

Description: Once you get the Teleport Orb, travel to Mithysmere and chat with the Flower-Growing Girl who's at the very end of town. She asks you to go get some Flower Planters for her. Go to Honeysday and speak to Kent, who will give you some planters. Now go back to Mithysmere and talk to the Flower-Growing Girl again to get your reward.

Special: N/A

24-The Flower Child 2

NPCs: Flower-Growing Girl in Mithysmere

Reward: Tiny Flower Badge

Quest/Story Activation Time: After the TF Systems: Tower O appears

Deadline: N/A

Description: Once the TF Systems: Tower O appears, she has a new request for you. She now needs Potting Soil and Flower Seeds. Travel to Capo Bronco and talk to the little girl tending her garden right by your house and she gives you some good soil. Once that's done, go to Honeysday and speak to the girl in the flower garden by the Hometown Café. She gives you the Flower Seeds. Now return to Mithysmere and talk to the Flower-Growing girl who then rewards you with the Tiny Flower Badge.

Special: N/A

25-The Unfortunate Town of Mithysmere

NPCs: Pastel in Mithysmere

Reward: Terrace Tiara

Quest/Story Activation Time: After you get the Teleport Orb

Deadline: N/A

Description: Seems like this town is inhabited by a new monster every few days or so. Once you get the Teleport Orb, speak to Pastel and she asks for a favor. The monster Hresvelgr only appears when children are around. You have to dress up like kids, and to do so, you need to wear school uniforms. The only place that sells school uniforms is the Black Market. If you haven't done the "Canned Peaches Rule" sidequest yet now's a good time. Go to the Laila Belle Golem Hunter's Guild and speak to the receptionist after you have the Black Pass. Buy one of the two available uniforms for each character: Black/White Uniform, Sky/Silver Blazer, Chic/Passion Suit, Black/White Bancho, Junior Green/Silver, Class President/VP. Equip the uniforms on their respective owners and go to area 10 in the Mithysmere Canyons where you find Hresvelgr. Beat the monster and return to talk to Pastel who gives you the Terrace Tiara.

Special: N/A

26-Magically Challenged

NPCs: The Little Sorceress with an Umbrella

Reward: Unknown

Quest/Story Activation Time: After you get the Teleport Orb

Deadline: N/A

Description: After you get the Teleport Orb, the Little Sorceress with an Umbrella (who can initially be found hanging around the bakery at Twelbit) is found hanging around various towns and train stations. She moves around a bit depending on what your time in the menu screen is showing. The breakdown is shown below. When you talk to her she tells you about how she sucks at teleporting. If you offer to trade her Teleport Orb with yours, she'll be very happy and give you: well, nothing. You trade Teleport Orbs and that's it.

Special:

0-9 seconds: You find her in Orsaeos Station.

10-19 seconds: You find her in Gounon.

20-29 seconds: You find her in Laila Belle.

30-39 seconds: You find her in Twelbit.

40-49 seconds: You find her in Harmonde.

50-59 seconds: You find her in Alcedonia Station.

27-A Baker's Favor

NPCs: The Little Sorceress with an Umbrella, The Gentle Baker in Twelbit

Reward: Geo Amulet

Quest/Story Activation Time: After completing the "Magically Challenged" sidequest

Deadline: N/A

Description: After trading Teleport Orbs with the Little Sorceress with an Umbrella in the previous sidequest, talk to the Gentle Baker at Twelbit and he asks you to give the Little Sorceress with an Umbrella an Onion Baguette. Find the Little Sorceress using the times on the previous sidequest and give her the Onion Baguette, which she then eats. (Note: you will not be able to give the bread to her if you see her in Twelbit because the baker specifically asks you not to give it to her in front of him.) After she takes it, head back to Twelbit and talk to the Baker again. He thanks you for your troubles and give you the Geo Amulet.

Special: N/A

28-Playing With Fire

NPCs: The Amateur Rocketeer in Harmonde

Reward: Hob & Nob ARM

Quest/Story Activation Time: After you get the Teleport Orb

Deadline: N/A

Description: After getting the Teleport Orb, go to Harmonde and speak to the Amateur Rocketeer in front of the burned down house and he tells you about his problems. Now go to Mirapulse and examine the door at the very end on the right of the strip that has a note addressed to the thieves that come to the door. Pull out the Podarge Wing and then go back to Harmonde and speak to the Amateur Rocketeer again and give him the Gold Nightingale (you should have this if you finished the "In Search of a Brother" sidequest) and the Podarge Wing. He happily gives you Carol's ARM Hob & Nob.

Special: N/A

29-Do I Look Like a Mailman?

NPCs: The 3 Girls and the Young Drifter with a Quiet Smile

Reward: 3 Duplicators, or Flugel Jahr ARM, Muse Amulet

Quest/Story Activation Time: After you get the Teleport Orb

Deadline: N/A

Description: After you receive your Teleport Orb, three girls ask you to give the Young Drifter with a Quiet Smile a little love note that they wrote. The three girls are: 1) the Golden-Haired Noble in Gounon, (Fragrant Letter), 2) the Up-and-Coming Businesslady in Laila Belle (Simple Letter), and 3) the Flower-Tending Girl (Flowery Letter). Now you must choose only one of these letters to give to the Young Drifter with a Quiet Smile. Choose wisely. Give him the first letter and the Golden-Haired Noble will give you three Duplicators. Give him the second letter and the Up-and-Coming Businesslady gives you Flugel Jahr. Give him the third letter and the Flower-Tending Girl gives you the Muse Amulet. The Young Drifter jumps around from town to town, so use the timeline to find him.

Special:

0-9 seconds: He's at the Cavam Valley Station and will be there until you get free access to FX.

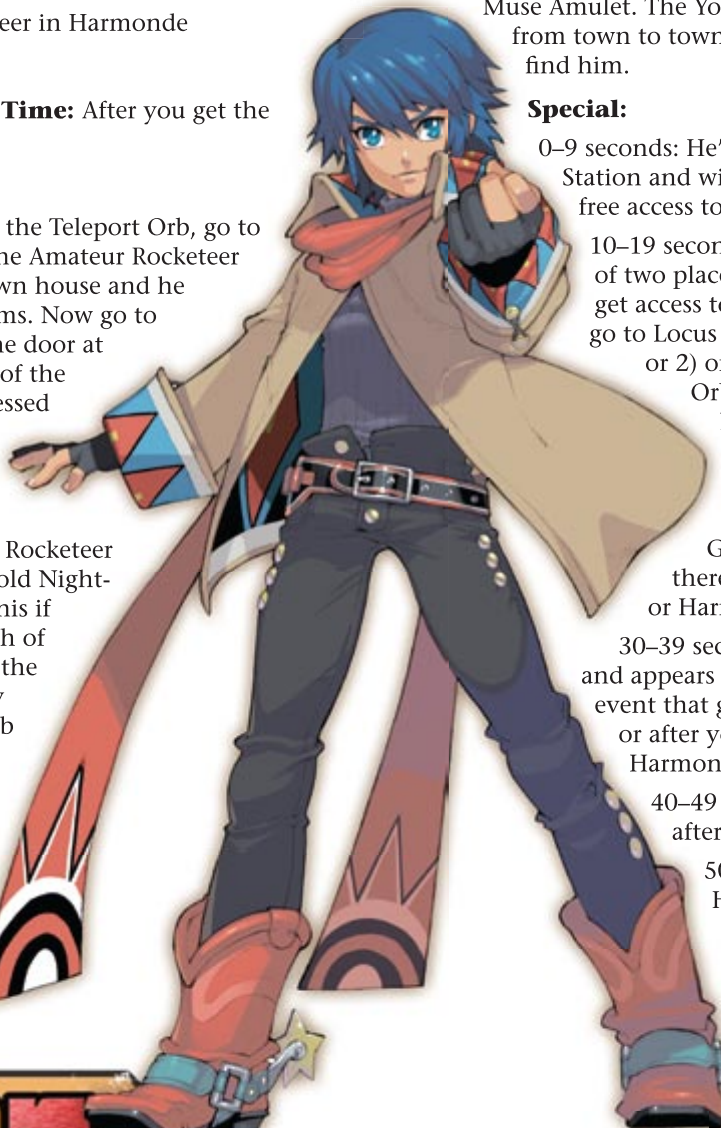
10-19 seconds: He could be in one of two places: 1) from the time you get access to the FX until you first go to Locus Solus he's in Provectas; or 2) once you get the Teleport Orb he begins to appear in Memorial Sanctuary area 2.

20-29 seconds: He's in Laila Belle in front of the Guild entrance and appears there after you enter Twelbit or Harmonde for the first time.

30-39 seconds: He's in Mirapulse and appears there after you watch the event that guides you to Harmonde or after you actually enter Harmonde.

40-49 seconds: He's in Twelbit after you get the Teleport Orb.

50-59 seconds: He's in Honeysday.



30-Family Feud

NPCs: Shouting Man, and Narcissistic Hunter in Harmonde

Reward: Full Revive, Blank Medium, Might Guy Badge

Quest/Story Activation Time: After the TF Systems: Tower O appears

Deadline: N/A

Description: After the TF Systems: Tower O appears, speak to the Shouting Man in Harmonde and he tells you about his son who happens to be the Narcissistic Hunter in area 2. Accept the Shouting Man's sidequest and go back and forth between these two guys. First the man asks what his dead mother's keepsake was. Speaking to the Narcissistic Hunter reveals that the keepsake was a scarf. So talk to the Shouting Man and type in Silk Scarf on the input screen. The next question is what her favorite flower was. Talk to the Narcissistic Hunter and he asks you to ask the lady walking around in front of the gray bird on the same area 2. Ask her and she gives you a hint. Now talk to the Narcissistic Hunter and he remembers that the flower was named Snowdrop. Go back to the Shouting Man and give him the answer. The final question is what was the mother's favorite dish. Ask the Hunter and he won't know. Then ask the townspeople and you find that the answer is Shrimp Marinade. Give the man the answer and finally this mission is finished. The Shouting Man gives you a Full Revive and a Blank Medium as a reward and his son gives you a Might Guy Badge.

Special: N/A

31-The Hunt for the Holy Root

NPCs: Good-Looking Guy from the Neck Up in Mirapulse

Reward: Shooting Nova ARM

Quest/Story Activation Time: After sidequests 2, 15, 21, 22, 30, 33, and 34 are completed and after the TF Systems: Tower O appears

Deadline: N/A

Description: Speak to the Good-Looking Guy from the Neck Up who can be found in area 2 of the bar in Mirapulse after the TF Systems: Tower O appears. He asks you to find the cure for his lady friend, the Swordswoman with a Ribbon. Now once you've accepted the mission, head to Mithysmere and talk to the Boy with Grown-Up Eyes, who gives you an Ark Scepter. Take the Ark Scepter to the Guitar-Strumming Youth in Memorial Sanctuary area 2. He makes you the Holy Root to take back to Mirapulse. Speak with the Swordswoman with a Ribbon and she takes the Holy Root to heal, then gives you Shooting Nova as reward.

Special: N/A

32-The Red-Cheeked Parrot Dream

NPCs: The Red-Cheeked Parrots

Reward: 1 medal = 3 Potion Berries, 3 or more medals = Blank Medium, 7 or more medals = Silver Moon Badge, 12 or more medals = 2 Blank Mediums, 2 Duplicators, 18 or more medals = Airgetlám, 25 or more medals = Lucky Bird Badge, 30 or more medals = Final Nova ARM

Quest/Story Activation Time: After you find your first Neutrino Medal

Deadline: N/A

Description: As you have no doubt been wondering, the Red-Cheeked Parrots have a dream. We're not too sure what that dream is, but they need your help. They need you to collect all 30 of the Neutrino Medals. Below is the list of where these medals can be found. Note: The medals can be found either by examining the shiny objects on the field or by shooting and breaking the jugs/barrels/bags that contain them on the dungeons.

- Gounon, area 1: The shiny object on the field
- Laila Belle, area 1: The shiny object on the field
- Honeysday, area 2: The shiny object on the field
- Harmonde, area 1: The shiny object on the field
- Twelbit, area 2: The shiny object on the field
- Hillside Ruins, area 8: In the jug
- Abandoned Path, area 6: In the jug
- Lightless Shaft, area 18: In the barrel
- Wayward Path, area 15: In the barrel
- Temple of Rejection, area 17: In the jug
- Mithysmere, area 8: In the barrel
- Memorial Sanctuary, area 10: In the jug
- Starlit Path, area 9: In the jug
- Desecrated Shrine, area 4: In the jug
- Mt. Chug Chug, area 14: In the jug
- Isolated Path, areas 6, 17: In the jug
- Decrepit Path, area 8: In the bag
- Cocytus, areas 3, 7, 13: In the jug
- Inferno, areas 9, 14, 15: In the jug
- Tartarus, areas 12, 14, 15: In the jug
- Abyss, areas 5, 25, 27: In the jug

Special: N/A

33-Purify the Sol Nigers

NPCs: Crimson Warriress in Cavam Valley or Meisis Station

Reward:

Purify	Receive	Defeat King Angolmois
12	Nose Hero Badge	Final Stage ARM part
25	2x Ambrosia	2x blank medium

Quest/Story Activation Time: Anytime, but the station you find her in changes depending on where you are in the story

Deadline: N/A

Description: Speak to the Crimson Warriress. She's in Cavam Valley until you've completed the Starlit Path Dungeon; after that you find her milling about at Meisis Station. She tells you about the Sol Nigers that are causing problems for Filgaia. They must be destroyed for the sake of humanity and it's completely up to you. There's a good chance that you've already beaten a Sol Nigier or two by the time you talk to the Crimson Warriress so you know how the drill works. Sol Nigers are basically feeding off the planet's energy and killing the planet; they're also why Filgaia has monsters. Once you beat a Sol Nigier in an area, you can turn ON/OFF the enemy encounters for that area. This is very useful when you're traveling back and forth to the same dungeon trying to solve puzzles and other sidequests. There are 25 Sol Nigers to be purified.

Special: The following entries list the location, area, and level of the Sol Nigier inside the orb: Celestial Peak, area 11, Lvl 3

- Abandoned Path, area 17, Lvl 6
- Lightless Shaft, area 15, Lvl 10
- Wayward Path, area 13, Lvl 17
- Temple of Rejection, area 15, Lvl 20
- Mithysmere, area 10, Lvl 22
- Memorial Sanctuary, area 13, Lvl 27
- Starlit Path, area 15, Lvl 30
- Desecrated Shrine, area 2, Lvl 34
- Mt. Chug Chug, area 3, Lvl 36
- Isolated Path, area 16, Lvl 40
- Decrepit Path, area 13, Lvl 43
- TF Systems: Tower M, area 14, Lvl 53
- TF Systems: Tower S, area 12, Lvl 55
- TF Systems: Tower G, area 17, Lvl 54
- TF Systems: Tower F, area 13, Lvl 56
- TF Systems: Tower O, area 15, Lvl 57
- Locus Solus: Black Box, area 26, Lvl 70
- Cocytus, area 12, Lvl 82
- Inferno, area 14, Lvl 80
- Tartarus, area 14, Lvl 94
- Abyss, area 29, Lvl 99
- Southwest Filgaia, N/A, Lvl 88
- Northwest Filgaia, N/A, Lvl 86
- Northeast Filgaia, N/A, Lvl 85
- Southeast Filgaia, N/A, Lvl 89

34-Attack of the Adult Mag

NPCs: Adult Mag Monster in Harmonde

Reward: Night Princess Badge

Quest/Story Activation Time: After you get the Teleport Orb

Deadline: N/A

Description: After getting the Teleport Orb, an Adult Mag appears on the ground in front of the burnt down house of the Amateur Rocketeer of Harmonde. If you examine the Adult Mag with one or more female characters in your immediate battle party (the first three people in the order menu) you cannot fight it. But when you move Chuck and Greg up to the #2 and #3 slots of the battle-in party, Dean picks up the book and gets his guy friends to check it out. The darn thing is alive! Beat the Adult Mag and you get the Night Princess Badge, which is vital to completing the Hunt for the Holy Root mission.

Special: N/A

35-The Black Market

NPCs: Red-Eyed Receptionist in Laila Belle Golem Hunter's Guild

Reward: N/A

Quest/Story Activation Time: After the TF Systems: Tower O appears

Deadline: N/A

Description: Once you have completed the "Peon Dream 2" sidequest, go down to the Hunter's Guild in Laila Belle and speak to the Red-Eyed Receptionist. She is the gate keeper for the Black Market. The Black Market lets you buy rare items by spending levels, so spend wisely.

Special: N/A

36-The Bicycle Nut Challenge

NPCs: Bicycle Nut in Capo Bronco

Reward: Greg's Omega Trigger ARM part

Quest/Story Activation Time: After the TF Systems: Tower O appears

Deadline: N/A

Description: After the TF Systems: Tower O appears, go to Capo Bronco and speak to the Bicycle Nut. He tells you how Asgard is a little girl and weak and stuff. To prove Asgard is the greatest, you must beat four legendary monsters that can be found in the field of Filgaia. Monsters are: 1) Greater Beast, 2) Vodiano, 3) Jumbo Bearcat, and 4) Creeping Chaos. Find the Greater Beast in Lake Tweet by Gounon. See how the lake is shaped like a chick? Go to where the chick's head is and walk around there. You will soon feel the presence of the Greater Beast. Find Vodiano in the same place where you found Le Ciel Bleu, Lady Diana's favorite flower. Find the Jumbo Bearcat at the northern tip of the area around Mt. Chug Chug, by the three trees in the north. Finding the Creeping Chaos is a bit tricky. Remember the Teleport Orb that we traded with the Little Sorceress? No? Then you have to finish the "Magically Challenged" sidequest first. Now once you get the messed up Teleport Orb, go to the flower bed by the LVL Apple tree and you'll soon feel the presence of the Creeping Chaos.

Special: N/A

PUZZLE BOXES

The notation used for solving puzzle boxes is by color and box number from left to right. Because the boxes themselves are not numbered, the numbers always refer to whichever boxes are currently on the field in any given step. As such, B2 may not always be B2, as the notation will change throughout the puzzle solution according to how many blocks are left of a specific color.

Puzzle Box 1

Treasure: 5x Lucky Card

Region: SE

Map ID #: 1

X/Y: 74525/48700



Puzzle Solution

1. Move B2 off the left edge so it drops down a level, then jump down and push it left one square.
2. Move Y1 off the right edge so it falls below.
3. Jump across to the right side of the puzzle and move R2 off the left edge so it falls below.
4. Move G1 into the gap on top of R2, then bring G2 on top of it and the greens vanish.
5. Move R1 into the gap in the middle to clear the reds.
6. Move Y2 into the gap and drop it down onto Y1 to clear the yellows.
7. Move B1 into the gap and drop it onto B2 to complete the puzzle.

Puzzle Box 2

Treasure: 5x Gella Card

Region: SW

Map ID #: 39

X/Y: 28200/43275



Puzzle Solution

1. Push B1 left two squares onto the red group.
2. Move R4 left onto the red group to make the reds disappear.
3. Push B1 right all the way to the blue group, and they vanish.
4. Push Y1 one square left so it falls down between G1 and the green group.
5. Move Y2 on top of Y1 and the yellows vanish.
6. Push G1 right into the green group, and the puzzle's complete.

Puzzle Box 3

Treasure: 5x Mega Berry

Region: NW

Map ID #: 47

X/Y: 33257/51875



Puzzle Solution

1. On the bottom level, push G2 left one square to remove the first green group.
2. Pull B2 left one square to remove the first blue group.
3. Pull Y2 left one square to remove the first yellow group.
4. Pull R5 left one square to remove the red group.
5. Jump up on the left side of the puzzle to what is now R1; pull it one square left to use it as a step up to the green block above.
6. Pull G1 left one square.
7. Jump down one level and push R1 off the right ledge, getting rid of the red group below.
8. Jump down, go to the right side of the puzzle, and jump up to the second level with Y1. Pull Y1 one square to the right to use as a step up.
9. Jump from B1 to G1 and push G1 off the right edge, causing the green group below to vanish.
10. Return to the top level and push B1 off the left edge to complete the group below.
11. Return to the Y1 platform above and push Y1 off the left edge to complete the puzzle.

Puzzle Box 4

Treasure: 3x Holy Berry

Region: SE

Map ID #: 30

X/Y: 83870/34455



Puzzle Solution

1. Block notation for this solution is from left to right but also top to bottom.
2. Pull B1 left one square.
3. Push G1 over the right edge to clear the greens.
4. Push Y1 left one square.
5. Push R1 off the left edge to clear the reds.
6. Push B1 off the right edge to clear the blues.
7. Push Y1 off the right edge to complete the puzzle.

Puzzle Box 5

Treasure: 5x Full Revive Fruit

Region: SW

Map ID #: 16

X/Y: 19700/20925



Puzzle Solution

1. The solution involves only the two blocks (B1 and R1) on the middle platform.
2. Push B1 left off the ledge.
3. Pull R1 into the middle square.
4. Jump down and push B1 three squares so it's to the right of R1.
5. Jump up and push R1 left off the edge, then go back around and push it into the red group, which finishes off the left side of the puzzle.
6. Push B1 to the right, completing the puzzle.

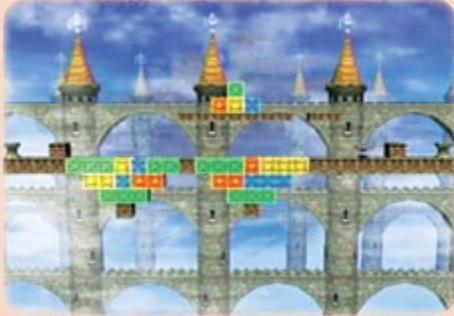
Puzzle Box 6

Treasure: 3x Ambrosia

Region: NW

Map ID #: 18

X/Y: 39325/89425



Puzzle Solution

1. Use the springboard to get up to the top level. For now, the notation refers only to the blocks on the high platform.
2. Move R1 left so it drops down over the left edge; jump down after it, and move it left one square.
3. Move G1 left to the last square on the top platform and leave it there for now.
4. Move B1 off the right edge of the platform so it falls below, then jump down and push it left one square.
5. Push Y1 right off the ledge to cause all the right side groups to disappear.
6. Push G1 off the left edge to complete the puzzle.

Puzzle Box 7

Treasure: 3x Great Apple

Region: NE

Map ID #: 31

X/Y: 62025/65100



Puzzle Solution

1. The notation for this puzzle only refers to the four blocks on the top level.
2. Push Y1 over the right edge.
3. Jump over B1 and push it over the left edge onto Y1.
4. Push R1 off the right edge.
5. Jump over G1 and push it left so it falls down on top of R1 and sets off a massive chain reaction: puzzle complete!

Puzzle Box 8

Treasure: 3x Dragon Fossil

Region: SW

Map ID #: 2

X/Y: 15400/41575



Puzzle Solution

1. Pull R1 on the ground floor one square left.
2. Jump up top and push the blue block one square to the right and they disappear.
3. Move the top yellow box three squares to the right to start a massive chain reaction, erasing many color groups.
4. Push R1 right to the red group to complete the puzzle.

Puzzle Box 9

Treasure: Frog Badge

Region: SE

Map ID #: 11

X/Y: 83200/14800



Puzzle Solution

1. This solution involves only the five blocks on the top level.
2. Pull G1 left one square.
3. Push B1 left one square so it falls down between G1 and Y1.
4. Move G1 left and off the edge, then jump down and push it right off the edge so it falls onto the red group.
5. Move B1 off the left edge, follow it down, and push it right off the next edge as well, so it drops onto a green block.
6. Move Y2 off the right edge, follow it down, and then push it left so it falls between the blue and green blocks.
7. Move Y1 off the left edge.
8. Push R1 off the right edge, then push it all the way to the left to start a chain reaction.
9. All that's left are the yellow blocks. Push Y1 off the right edge to complete the puzzle.

Puzzle Box 10

Treasure: Fish Badge

Region: NE

Map ID #: 19

X/Y: 87000/65075



Puzzle Solution

1. Work on the left part of this puzzle first. Move B2 left into the gap.
2. Move R1 all the way to the right to get rid of the reds here.
3. Move Y3 all the way to the left to get rid of the yellow group.
4. Move B1 onto B2 to make the blues disappear.
5. Move B3 right one square.
6. Move G1 left off the edge.
7. Move R4 left one square.
8. Jump up and over B3 and push it one square to the left so it falls between R4 and G2.
9. Move R4 off the left edge so it falls on top of G1.
10. Move B3 all the way left so it drops down, makes a group, and vanishes the blues.
11. Move R1 off the right edge so it drops and makes the red group disappear.
12. Move G2 all the way left so it drops off and gets rid of the greens.
13. Move Y3 all the way off the left edge, then run around and push it the rest of the way underneath R2 to complete the puzzle.

Puzzle Box 11

Treasure: Chick Badge

Region: SE

Map ID #: 18

X/Y: 67700/9325



Puzzle Solution

1. Jump down and push G1 right one square.
2. Go to the right side of the puzzle and push R7 left one square (that's as far as it will go).
3. Push Y4 left one square to start a massive reaction.
4. Push B1 off the right edge of its platform to complete the puzzle.

Puzzle Box 12

Treasure: Elder Record Badge

Region: SW

Map ID #: 22

X/Y: 21525/10350



Puzzle Solution

1. This solution involves moving only three blocks on the very top of the puzzle.
2. Push Y1 left one square.
3. Push R1 left one square.
4. Pull Y2 left one square.
5. Push R1 left one square to start a chain reaction and complete the puzzle.

Puzzle Box 13

Treasure: Mist Cloak

Region: SE

Map ID #: 24

X/Y: 64750/26525



Puzzle Solution

1. Move G2 right up against the top of the yellow stack of blocks in the middle of the puzzle.
2. Move Y1 as far right as it will go, and move G1 up against it as far right as it will go.
3. Go to the right side of the puzzle.
4. Move R7 off the two blocks and as far left as it will go, right up against the vertical yellow stack.
5. Move B8 two squares to the left.
6. Move Y14 left, up against B8.
7. Go to the bottom block level and push the yellow block left to trigger a fantastic chain reaction!
8. Pull G3 right one square.
9. Push Y3 left one square to clear the yellows.
10. Push G2 right off the ledge so it drops down, then go down and pull G2 right two squares.
11. Now push G1 into the gap so it falls below, go down a level, and pull it one square to the left.
12. Push G2 one square to the left to set up a three-in-a-row as soon as G3 above comes into play.
13. Push G3 off the left edge to complete the puzzle.

Puzzle Box 14

Treasure: Extra Reaction Armor

Region: NE

Map ID #: 16

X/Y: 97125/70150



Puzzle Solution

1. Move R3 on the second level two squares left so you can jump up to the top platform.
2. Push B1 over the right edge so it lands on the second level.
3. Move R3 left to make a red group, and they vanish.
4. Move Y2 to the right onto the last green block on this level, then move Y1 over its right edge and into the middle of the gap so you can reach B1.
5. Move B1 right to make a blue group, and they disappear.
6. Move R1 right to make a red group, and they disappear.
7. Move Y1 all the way to the right to make a yellow group, and they vanish, leaving green to fall together and complete the puzzle.

Puzzle Box 15

Treasure: Overdrive Armor

Region: NW

Map ID #: 27

X/Y: 12800/60575



Puzzle Solution

1. Push R3 to the right (bottom level).
2. Jump up to the top of the puzzle using G2 and B2 as steps.
3. Move R1 off the right edge, jump down after it, and push it off the left edge so it's on the same level as R2. (Block notation now changes: remember, left to right.)
4. Push R1 left off the edge so it drops down to the bottom level, and pull R2 left one square so you can get past it to the other side.
5. On the bottom level, pull R1 as far right as you can go (second to the last square before the drop).
6. Go all the way to the top of the puzzle to get on the left side of R1 (on the bottom level) and push it two squares right off the ledge in line with R3.
7. Now go back up one level and push the remaining red block (now R1) off the right ledge to the group below: red blocks vanish.
8. Move Y1 down two levels and pull it as far as you can go on left end of the platform; you'll come back to that one.
9. Push B2 left off the left edge, then pull it one square left. Go around the puzzle to get back on the right side of it, and push it off the left edge. When it's on the same level as Y1, push B1 (the former B2) right one square.
10. Get up to G2, move it off two ledges to the left, and start the final process: the green blocks disappear.
11. Push B1 off the right edge and the blue blocks disappear.
12. Push Y1 off the right edge to complete the puzzle.

Puzzle Box 16

Treasure: Slide Suit Armor

Region: NW

Map ID #: 1

X/Y: 46200/87700



Puzzle Solution

1. Push G4 left off the edge.
2. Push R1 off the right edge, follow it down, and then push it off the left edge.
3. Now that you have access to B1 on the small (previously isolated) platform, push it off the left edge onto the yellow group below.
4. Go to the top of the puzzle and push Y7 off the left edge, follow it down, and push it off the next left edge to get rid of the blues and that yellow group.
5. Push Y4 off the right edge, follow it down, and move it left to make a yellow group, which takes care of them and the green group.
6. Push R2 off two left edges to complete the puzzle.

Puzzle Box 17

Treasure: Wonder Booster ARM Part

Region: SW

Map ID #: 14

X/Y: 6200/26000



Puzzle Solution

1. Pull R4 left two squares.
2. Pull B13 left one square.
3. Push G1 right two squares so it drops down and starts a reaction. As soon as it drops, jump across the top to R4.
4. Push R4 left off the edge to start another reaction.
5. Move B4 left to the blue group and they disappear.
6. Move G3 left to complete the green group and finish the puzzle.

Puzzle Box 18

Treasure: Lightning Bomb ARM Part

Region: NW

Map ID #: 25

X/Y: 12925/84725



Puzzle Solution

1. This solution involves only the five blocks across the top of the puzzle.
2. Pull R1 left one square.
3. Pull R2 right one square.
4. Push Y1 right one square so it drops down between B1 and R2.
5. Move G1 all the way left to get rid of the green group and large red group.
6. Move B1 all the way off the left edge, which clears the blues. (Quickly jump off the yellow block before it falls.)
7. Move Y1 all the way off the left edge to clear the yellows.
8. Move R3 onto the red group to complete the puzzle.

Puzzle Box 19

Treasure: Ancient Blade ARM Part

Region: NE

Map ID #: 14

X/Y: 95000/76650



Puzzle Solution

1. Move Y2 right three squares until it drops down below, and move G2 into Y2's starting position.
2. Move Y1 right to make a group of three, and they vanish.
3. Move G2 right so it drops down below, then move R2 left one square.
4. Move Y5 right so it drops down beside R3.
5. Move Y4 left so it drops down below, and then move B1 down on top of Y4.
6. Move B2 left on top of B1, and the blues disappear.
7. Move R2 into the gap on top of Y4, then move R1 and R3 into the middle on top of R2, and the reds vanish.
8. Move Y5 left and drop it onto R4 to get rid of the yellows.
9. Move G1 on top of G2 and the puzzle is complete.

Puzzle Box 20

Treasure: Lucky Bird Badge

Region: NE

Map ID #: 21

X/Y: 81050/68825



Puzzle Solution

1. Move B1 right onto B2, and they disappear.
2. Move R4 left, and use it to jump up onto the second level.
3. Move the yellow block on the second platform left one square and use it to jump up to R1.
4. Push R1 right so it falls off the ledge.
5. Return to the middle platform and move the yellow block right so you can jump up to B6.
6. Move B6 left to access the top level. Push this green block over the right edge.
7. Return to B6 and push it over the right edge of its platform.
8. Return to the middle platform and place the yellow block in the middle square.
9. Move R4 right one square.
10. Move G5 left one square so it falls down in between the two yellow boxes.
11. Move R4 left so it sits on top of G5.
12. Move B4 three squares left.
13. Jump back up to the middle platform and push the yellow block right off the edge onto Y6, and they disappear.
14. Push B4 off the left edge and all remaining blocks disappear to complete the puzzle.

COMPENDIUM

TREASURE TABLES

Dungeon Treasure Tables

Dungeon Treasure Summary			
Area	Container Type	Item Name	✓
Black Box			
1	Glint	Cordyceps	<input type="checkbox"/>
1	Glint	Full Revive Fruit	<input type="checkbox"/>
4	Glint	Lucky Card	<input type="checkbox"/>
4	N/A	MP Orbs	<input type="checkbox"/>
5	Glint	LS Amethyst P	<input type="checkbox"/>
5	Glint	Holy Berry	<input type="checkbox"/>
8	Pottery	Mega Berry	<input type="checkbox"/>
8	Pottery	Hi-Water Gem	<input type="checkbox"/>
10	Pottery	Ambrosia	<input type="checkbox"/>
11	N/A	MP Orbs	<input type="checkbox"/>
13	Pottery	LVL Apple	<input type="checkbox"/>
13	N/A	MP Orbs	<input type="checkbox"/>
15	Glint	LS Amethyst E	<input type="checkbox"/>
16	N/A	MP Orbs	<input type="checkbox"/>
24	Glint	LS Amethyst Z	<input type="checkbox"/>
26	Glint	Ambrosia	<input type="checkbox"/>
26	Glint	LS Amethyst Y	<input type="checkbox"/>
TF Systems: Tower O			
3	Chest—Blue	Dragon Fossil	<input type="checkbox"/>
3	Chest—Blue	20,000 Gella	<input type="checkbox"/>
4	N/A	MP Orbs	<input type="checkbox"/>
7	N/A	MP Orbs	<input type="checkbox"/>
8	Chest—Blue	2x Holy Berry	<input type="checkbox"/>
8	N/A	MP Orbs	<input type="checkbox"/>
8	Chest—Normal	2x Duplicator	<input type="checkbox"/>
11	N/A	MP Orbs	<input type="checkbox"/>
11	Chest—Blue	5x Full Revive	<input type="checkbox"/>
13	Chest—Normal	Blank Medium	<input type="checkbox"/>
13	Chest—Normal	Duel Sign ARM Cartridge	<input type="checkbox"/>
14	Chest—Blue	Ambrosia	<input type="checkbox"/>
15	Chest—Normal	Exodus Orb	<input type="checkbox"/>
17	N/A	Giga Crush	<input type="checkbox"/>
TF Systems: Tower G			
2	N/A	MP Orbs	<input type="checkbox"/>
3	Chest—Normal	2x Duplicator	<input type="checkbox"/>
4	N/A	MP Orbs	<input type="checkbox"/>
4	Chest—Blue	Blast Builder	<input type="checkbox"/>
7	N/A	MP Orbs	<input type="checkbox"/>
11	N/A	MP Orbs	<input type="checkbox"/>
12	Chest—Normal	Dragon Fossil	<input type="checkbox"/>

Dungeon Treasure Summary			
Area	Container Type	Item Name	✓
17	Chest—Normal	Geo Amulet Badge	<input type="checkbox"/>
19	N/A	Giga Crush	<input type="checkbox"/>
TF Systems: Tower S			
2	N/A	MP Orbs	<input type="checkbox"/>
3	Chest—Normal	Muse Amulet	<input type="checkbox"/>
5	Chest—Normal	Dragon Fossil	<input type="checkbox"/>
6	N/A	MP Orbs	<input type="checkbox"/>
7	N/A	MP Orbs	<input type="checkbox"/>
8	Chest—Normal	2x Full Revive	<input type="checkbox"/>
11	Chest—Blue	Hourglass Badge	<input type="checkbox"/>
11	N/A	MP Orbs	<input type="checkbox"/>
12	Chest—Normal	2x Duplicator	<input type="checkbox"/>
13	Chest—Normal	Pocketbook Badge	<input type="checkbox"/>
15	Chest—Normal	Blast Breaker	<input type="checkbox"/>
16	N/A	Giga Crush	<input type="checkbox"/>
TF Systems: Tower F			
3	Chest—Normal	Wing Amulet	<input type="checkbox"/>
3	Chest—Normal	2x Duplicator	<input type="checkbox"/>
4	N/A	MP Orbs	<input type="checkbox"/>
6	Chest—Normal	Dragon Fossil	<input type="checkbox"/>
6	Chest—Blue	Growth Egg Badge	<input type="checkbox"/>
8	Chest—Normal	Holy Grail Badge	<input type="checkbox"/>
11	Chest—Blue	Point Stabilizer	<input type="checkbox"/>
11	Chest—Normal	Lucky Card	<input type="checkbox"/>
12	N/A	MP Orbs	<input type="checkbox"/>
12	Chest—Normal	Gella Card	<input type="checkbox"/>
13	Chest—Blue	Gold Moon Badge	<input type="checkbox"/>
14	Chest—Normal	15,000 Gella	<input type="checkbox"/>
15	Chest—Blue	Life Charger	<input type="checkbox"/>
17	N/A	Giga Crush	<input type="checkbox"/>
TF Systems: Tower M			
4	Chest—Blue	Lucky Card	<input type="checkbox"/>
5	N/A	MP Orbs	<input type="checkbox"/>
8	Chest—Blue	Divine Crush	<input type="checkbox"/>
8	N/A	MP Orbs	<input type="checkbox"/>
11	Chest—Normal	Dragon Fossil	<input type="checkbox"/>
13	N/A	MP Orbs	<input type="checkbox"/>
13	Chest—Normal	15,000 Gella	<input type="checkbox"/>
13	Chest—Normal	Miracle Striker	<input type="checkbox"/>
16	Chest—Blue	Goat Doll Badge	<input type="checkbox"/>
16	Chest—Blue	Phantom Vision	<input type="checkbox"/>
18	N/A	Giga Crush	<input type="checkbox"/>

Dungeon Treasure Summary

Area	Container Type	Item Name	✓
Pilgrim's Cradle			
2	Chest—Normal	Anchor Hook cartridge	<input type="checkbox"/>
3	N/A	MP Orbs	<input type="checkbox"/>
11	N/A	MP Orbs	<input type="checkbox"/>
13	N/A	MP Orbs	<input type="checkbox"/>
14	N/A	MP Orbs	<input type="checkbox"/>
15	N/A	MP Orbs	<input type="checkbox"/>
Memory Maze			
3	N/A	MP Orbs	<input type="checkbox"/>
8	N/A	MP Orbs	<input type="checkbox"/>
12	Pottery	LVL Apple	<input type="checkbox"/>
12	Pottery	Full Revive Fruit	<input type="checkbox"/>
13	Pottery	Ambrosia	<input type="checkbox"/>
Decrepit Path			
1	Chest—Normal	Gella Card	<input type="checkbox"/>
3	N/A	MP Orbs	<input type="checkbox"/>
5	N/A	MP Orbs	<input type="checkbox"/>
6	Chest—Chained	Speed Queen Badge	<input type="checkbox"/>
6	Imitator Chest	Radical Denim Armor	<input type="checkbox"/>
8	Sack	Neutrino Medal	<input type="checkbox"/>
8	Chest—Normal	Dragon Fossil	<input type="checkbox"/>
9	Imitator Chest	Shining Dress Armor	<input type="checkbox"/>
9	Chest—Blue	Lucky Card	<input type="checkbox"/>
9	Barrel	Potion Berry	<input type="checkbox"/>
10	N/A	MP Orbs	<input type="checkbox"/>
10	Chest—Chained	12,000 Gella	<input type="checkbox"/>
12	Barrel	Hi-Vortex Gem	<input type="checkbox"/>
13	Chest—Blue	Castle Wall Badge	<input type="checkbox"/>
13	Imitator Chest	Hard Jumper Armor	<input type="checkbox"/>
14	N/A	MP Orbs	<input type="checkbox"/>
14	Barrel	Fire Gem	<input type="checkbox"/>
16	Chest—Normal	Heart Leaf Badge	<input type="checkbox"/>
Isolated Path			
6	Pottery	Neutrino Medal	<input type="checkbox"/>
7	Chest—Blue	Fish Badge	<input type="checkbox"/>
8	N/A	MP Orbs	<input type="checkbox"/>
8	Chest—Blue	Cloak of Illusion Armor	<input type="checkbox"/>
10	Pottery	Devastate Gem	<input type="checkbox"/>
10	Pottery	Water Gem	<input type="checkbox"/>
10	N/A	MP Orbs	<input type="checkbox"/>
11	Chest—Normal	Lucky Card	<input type="checkbox"/>
11	Chest—Blue	Leather Jacket	<input type="checkbox"/>
11	Chest—Chained	Dragon Fossil	<input type="checkbox"/>
12	N/A	MP Orbs	<input type="checkbox"/>
14	Pottery	325 Gella	<input type="checkbox"/>
15	N/A	MP Orbs	<input type="checkbox"/>
17	Chest—Normal	Wing Amulet Badge	<input type="checkbox"/>
17	Pottery	Neutrino Medal	<input type="checkbox"/>
18	N/A	MP Orbs	<input type="checkbox"/>
Mt. Chug Chug			
2	Barrel	127 Gella	<input type="checkbox"/>
2	Chest—Normal	Power Shot Cartridge	<input type="checkbox"/>

Dungeon Treasure Summary

Area	Container Type	Item Name	✓
2	Barrel	Hi-Fire Gem	<input type="checkbox"/>
3	Chest—Chained	Gella Card	<input type="checkbox"/>
3	Chest—Chained	Lucky Card	<input type="checkbox"/>
5	N/A	MP Orbs	<input type="checkbox"/>
5	Chest—Chained	Lock-On Beat ARM Part	<input type="checkbox"/>
6	Chest—Normal	Item Scope Badge	<input type="checkbox"/>
6	N/A	MP Orbs	<input type="checkbox"/>
6	Chest—Chained	Arctic Blade Badge	<input type="checkbox"/>
8	Glint	Hi-Break Gem	<input type="checkbox"/>
8	Glint	Hi-Devastate Gem	<input type="checkbox"/>
8	Glint	Revive Fruit	<input type="checkbox"/>
9	Chest—Normal	2x Duplicator	<input type="checkbox"/>
10	Chest—Blue	Dragon Fossil	<input type="checkbox"/>
10	N/A	MP Orbs	<input type="checkbox"/>
10	Chest—Blue	10,000 Gella	<input type="checkbox"/>
12	N/A	MP Orbs	<input type="checkbox"/>
13	Sack	274 Gella	<input type="checkbox"/>
13	Sack	Potion Berry	<input type="checkbox"/>
13	Chest—Normal	5x Mega Berry	<input type="checkbox"/>
14	Chest—Chained	Princess Saber ARM Part	<input type="checkbox"/>
14	Barrel	Neutrino Medal	<input type="checkbox"/>
14	Chest—Normal	3x Revive Fruit	<input type="checkbox"/>
14	Chest—Normal	King's Crown Badge	<input type="checkbox"/>
14	N/A	MP Orbs	<input type="checkbox"/>
15	Chest—Normal	5x Potion Berry	<input type="checkbox"/>
16	Chest—Blue	Frey Amulet	<input type="checkbox"/>
18	Chest—Normal	Ebony Shadow Badge	<input type="checkbox"/>
Desecrated Shrine			
2	N/A	MP Orbs	<input type="checkbox"/>
3	Chest—Normal	2x Duplicator	<input type="checkbox"/>
3	Barrel	Antidote	<input type="checkbox"/>
4	Chest—Normal	Gella Card	<input type="checkbox"/>
4	Pottery	Neutrino Medal	<input type="checkbox"/>
6	N/A	MP Orbs	<input type="checkbox"/>
6	Barrel	Revive Fruit	<input type="checkbox"/>
7	Chest—Normal	Dragon Fossil	<input type="checkbox"/>
9	N/A	MP Orbs	<input type="checkbox"/>
10	Chest—Normal	Lucky Card	<input type="checkbox"/>
11	Pottery	429 Gella	<input type="checkbox"/>
11	Barrel	Potion Berry	<input type="checkbox"/>
12	Chest—Normal	7,500 Gella	<input type="checkbox"/>
13	Chest—Normal	5x Medicine	<input type="checkbox"/>
14	N/A	MP Orbs	<input type="checkbox"/>
16	Chest—Blue	Stake Driver ARM Part	<input type="checkbox"/>
16	Chest—Normal	Moonstone Badge	<input type="checkbox"/>
17	N/A	MP Orbs	<input type="checkbox"/>
17	Chest—Blue	Emblem Vest Armor	<input type="checkbox"/>
Starlit Path			
1	Chest—Normal	Refrigerator Badge	<input type="checkbox"/>
3	Pottery	Break Gem	<input type="checkbox"/>
3	Pottery	Fire Gem	<input type="checkbox"/>

Dungeon Treasure Summary			
Area	Container Type	Item Name	✓
3	N/A	MP Orbs	<input type="checkbox"/>
4	Imitator Chest	Gella Card	<input type="checkbox"/>
4	Chest—Chained	Arctic Blade Badge	<input type="checkbox"/>
4	N/A	MP Orbs	<input type="checkbox"/>
6	Chest—Chained	Dragon Fossil	<input type="checkbox"/>
8	Chest—Blue	Nightmare ARM Part	<input type="checkbox"/>
8	Chest—Blue	Silver Sun Badge	<input type="checkbox"/>
9	Pottery	Neutrino Medal	<input type="checkbox"/>
9	Chest—Blue	Geo Amulet Badge	<input type="checkbox"/>
9	Imitator Chest	Ryan's Shield	<input type="checkbox"/>
11	N/A	MP Orbs	<input type="checkbox"/>
11	Pottery	Medicine	<input type="checkbox"/>
12	Chest—Normal	Lucky Card	<input type="checkbox"/>
12	Chest—Normal	Dog Leash Badge	<input type="checkbox"/>
12	Chest—Chained	4x Duplicator	<input type="checkbox"/>
13	Pottery	Potion Berry	<input type="checkbox"/>
13	N/A	MP Orbs	<input type="checkbox"/>
15	Imitator Chest	Hazel Sprig Badge	<input type="checkbox"/>
16	Chest—Normal	8,000 Gella	<input type="checkbox"/>
16	Chest—Blue	Muse Amulet Badge	<input type="checkbox"/>
17	Pottery	314 Gella	<input type="checkbox"/>
Memorial Sanctuary			
3	Chest—Normal	Fire Bullet Cartridge	<input type="checkbox"/>
3	Chest—Normal	5,000 Gella	<input type="checkbox"/>
3	N/A	MP Orbs	<input type="checkbox"/>
3	Chest—Normal	Dragon Fossil	<input type="checkbox"/>
3	Chest—Normal	Lucky Card	<input type="checkbox"/>
4	Pottery	473 Gella	<input type="checkbox"/>
5	Chest—Blue	Shooting Star ARM Part	<input type="checkbox"/>
6	Chest—Blue	Hazel Sprig Badge	<input type="checkbox"/>
8	N/A	MP Orbs	<input type="checkbox"/>
8	Chest—Normal	2x Duplicator	<input type="checkbox"/>
10	Pottery	Neutrino Medal	<input type="checkbox"/>
11	Chest—Normal	Gella Card	<input type="checkbox"/>
11	Chest—Normal	Gunstar Sign Badge	<input type="checkbox"/>
12	N/A	MP Orbs	<input type="checkbox"/>
13	Chest—Normal	Treasure Tone Badge	<input type="checkbox"/>
13	N/A	MP Orbs	<input type="checkbox"/>
17	N/A	MP Orbs	<input type="checkbox"/>
19	Chest—Blue	Muse Amulet Badge	<input type="checkbox"/>
19	Chest—Blue	Misty Soul ARM Part	<input type="checkbox"/>
FBC Studio			
6	Pottery	LVL Apple	<input type="checkbox"/>
10	Pottery	5 Gella	<input type="checkbox"/>
Mithysmere Canyons			
5	Barrels	Antidote	<input type="checkbox"/>
5	N/A	MP Orbs	<input type="checkbox"/>
5	Chest—Normal	4,500 Gella	<input type="checkbox"/>
6	Chest—Normal	3x Nectar	<input type="checkbox"/>
7	N/A	MP Orbs	<input type="checkbox"/>
7	Mimic Chest	Brave Guard Armor	<input type="checkbox"/>

Dungeon Treasure Summary			
Area	Container Type	Item Name	✓
8	N/A	MP Orbs	<input type="checkbox"/>
8	Chest—Normal	2x Duplicator	<input type="checkbox"/>
8	Barrel	Neutrino Medal	<input type="checkbox"/>
8	Barrel	43 Gella	<input type="checkbox"/>
9	N/A	MP Orbs	<input type="checkbox"/>
9	Chest—Blue	Rapid Shirt Armor	<input type="checkbox"/>
10	Chest—Blue	Hourglass Badge	<input type="checkbox"/>
Temple of Rejection			
2	N/A	MP Orbs	<input type="checkbox"/>
3	Chest—Normal	3x Duplicator	<input type="checkbox"/>
3	Chest—Blue	Freeze Ray Cartridge	<input type="checkbox"/>
5	Chest—Normal	5x Antidote	<input type="checkbox"/>
7	Chest—Normal	Dragon Fossil	<input type="checkbox"/>
7	N/A	MP Orbs	<input type="checkbox"/>
8	Chest—Normal	Refrigerator Badge	<input type="checkbox"/>
9	Chest—Blue	Red Pepper Badge	<input type="checkbox"/>
9	Chest—Blue	Magic Pot Badge	<input type="checkbox"/>
10	Chest—Normal	Lucky Card	<input type="checkbox"/>
11	Barrel	Antidote	<input type="checkbox"/>
11	N/A	MP Orbs	<input type="checkbox"/>
12	N/A	MP Orbs	<input type="checkbox"/>
13	Chest—Blue	Moonstone Badge	<input type="checkbox"/>
14	N/A	MP Orbs	<input type="checkbox"/>
14	Chest—Blue	Spiral Edge ARM Part	<input type="checkbox"/>
15	Chest—Normal	3,000 Gella	<input type="checkbox"/>
16	Chest—Normal	3x Potion Berry	<input type="checkbox"/>
17	Pottery	Neutrino Medal	<input type="checkbox"/>
17	Pottery	83 Gella	<input type="checkbox"/>
Hillside Ruins			
4	Chest—Normal	2x Break Gem	<input type="checkbox"/>
4	Chest—Normal	2x Heal Berry	<input type="checkbox"/>
7	Pottery	Fire Gem	<input type="checkbox"/>
7	Dirt	50 Gella	<input type="checkbox"/>
7	Dirt	Water Gem	<input type="checkbox"/>
7	Dirt	1 Gella	<input type="checkbox"/>
7	Pottery	Vortex Gem	<input type="checkbox"/>
7	Dirt	Golem Part	<input type="checkbox"/>
8	Pottery	14 Gella	<input type="checkbox"/>
8	Pottery	Neutrino Medal	<input type="checkbox"/>
10	Chest—Normal	5x Nectar	<input type="checkbox"/>
12	Dirt	Hi-Devastate Gem	<input type="checkbox"/>
12	Pottery	Break Gem	<input type="checkbox"/>
12	Dirt	Full Revive Apple	<input type="checkbox"/>
12	Dirt	Hi-Water Gem	<input type="checkbox"/>
12	Dirt	Mega Berry	<input type="checkbox"/>
12	Dirt	Hi-Vortex Gem	<input type="checkbox"/>
12	Dirt	Chick Badge	<input type="checkbox"/>
12	Pottery	Water Gem	<input type="checkbox"/>
15	Chest—Blue	Howl	<input type="checkbox"/>
15	Chest—Blue	Kirlian Buster	<input type="checkbox"/>
17	Chest—Normal	10,000 Gella	<input type="checkbox"/>
18	Pottery	18 Gella	<input type="checkbox"/>

Dungeon Treasure Summary			
Area	Container Type	Item Name	✓
Celestial Peak			
4	Chest—Normal	250 Gella	<input type="checkbox"/>
4	Chest—Normal	2x Tent	<input type="checkbox"/>
7	Chest—Normal	3x Heal Berry	<input type="checkbox"/>
10	Chest—Normal	5x Heal Berry	<input type="checkbox"/>
11	Chest—Normal	Gella Card	<input type="checkbox"/>
11	Chest—Normal	Lucky Card	<input type="checkbox"/>
14	Chest—Normal	Dragon Fossil	<input type="checkbox"/>
16	Chest—Normal	3x Mega Berry	<input type="checkbox"/>
16	N/A	MP Orbs	<input type="checkbox"/>
17	Chest—Normal	2x Cordyceps	<input type="checkbox"/>
18	Chest—Normal	Slow Down	<input type="checkbox"/>
Abandoned Path			
1	Pottery	24 Gella	<input type="checkbox"/>
3	Chest—Normal	Fighter Badge	<input type="checkbox"/>
3	Chest—Normal	3x Heal Berry	<input type="checkbox"/>
3	Pottery	Revive Fruit	<input type="checkbox"/>
5	N/A	MP Orbs	<input type="checkbox"/>
6	Pottery	Neutrino Medal	<input type="checkbox"/>
7	Chest—Normal	Lucky Card	<input type="checkbox"/>
8	N/A	MP Orbs	<input type="checkbox"/>
8	Chest—Normal	Dragon Fossil	<input type="checkbox"/>
8	Chest—Normal	Witch Badge	<input type="checkbox"/>
9	Chest—Normal	Gella Card	<input type="checkbox"/>
10	N/A	MP Orbs	<input type="checkbox"/>
10	Chest—Normal	200 Gella	<input type="checkbox"/>
12	Pottery	Heal Berry	<input type="checkbox"/>
12	Chest—Normal	Thief Badge	<input type="checkbox"/>
13	N/A	MP Orbs	<input type="checkbox"/>
14	Pottery	Devastate Gem	<input type="checkbox"/>
16	N/A	MP Orbs	<input type="checkbox"/>
16	Chest—Normal	600 Gella	<input type="checkbox"/>
16	Chest—Chained	React Minus	<input type="checkbox"/>
Wayward Path			
2	N/A	MP Orbs	<input type="checkbox"/>
4	Mimic Chest	Crescendo Step ARM Part	<input type="checkbox"/>
4	Chest—Normal	3,000 Gella	<input type="checkbox"/>
4	Barrel	Heal Berry	<input type="checkbox"/>
5	Chest—Normal	Lucky Card	<input type="checkbox"/>

Dungeon Treasure Summary			
Area	Container Type	Item Name	✓
6	N/A	MP Orbs	<input type="checkbox"/>
6	Chest—Normal	Dragon Fossil	<input type="checkbox"/>
8	Barrel	51 Gella	<input type="checkbox"/>
8	Barrel	Fire Gem	<input type="checkbox"/>
8	Mimic Chest	Spirit Saber ARM Part	<input type="checkbox"/>
9	N/A	MP Orbs	<input type="checkbox"/>
11	N/A	MP Orbs	<input type="checkbox"/>
11	Chest—Normal	Bronze Moon Badge	<input type="checkbox"/>
11	Mimic Chest	Black Shirt Armor	<input type="checkbox"/>
12	Chest—Normal	Gella Card	<input type="checkbox"/>
12	Barrel	44 Gella	<input type="checkbox"/>
12	Barrel	Vortex Gem	<input type="checkbox"/>
13	Chest—Blue	5x Potion Berry	<input type="checkbox"/>
13	Chest—Blue	Replace	<input type="checkbox"/>
15	Barrel	Neutrino Medal	<input type="checkbox"/>
15	N/A	MP Orbs	<input type="checkbox"/>
Lightless Shaft			
1	Chest—Normal	Gella Card	<input type="checkbox"/>
2	Chest—Normal	Dog Leash Badge	<input type="checkbox"/>
2	Chest—Chained	Dragon Fossil	<input type="checkbox"/>
3	Chest—Normal	1,000 Gella	<input type="checkbox"/>
3	Barrel	Fire Gem	<input type="checkbox"/>
3	Chest—Normal	Light Coat Armor	<input type="checkbox"/>
4	N/A	MP Orbs	<input type="checkbox"/>
5	Barrel	Heal Berry	<input type="checkbox"/>
5	Chest—Normal	Lucky Card	<input type="checkbox"/>
8	Chest—Normal	1,000 Gella	<input type="checkbox"/>
8	Chest—Normal	Fairy's Feather Armor	<input type="checkbox"/>
8	N/A	MP Orbs	<input type="checkbox"/>
9	Chest—Normal	2x Revive Fruit	<input type="checkbox"/>
9	Barrel	81 Gella	<input type="checkbox"/>
11	N/A	MP Orbs	<input type="checkbox"/>
13	Chest—Chained	3x Potion Berry	<input type="checkbox"/>
14	Barrel	Vortex Gem	<input type="checkbox"/>
14	N/A	MP Orbs	<input type="checkbox"/>
16	Chest—Normal	Prism Staff Badge	<input type="checkbox"/>
16	Chest—Normal	Hard Denim Armor	<input type="checkbox"/>
18	N/A	MP Orbs	<input type="checkbox"/>

Town Treasure Tables

Town Treasure Summary				
Area	Container Type	Item Name	Description	✓
Harmonde				
1	Glint	Neutrino Medal	On the front porch of the house near Periwinkle II General Store	<input type="checkbox"/>
1	Chest—Normal	Lucky Card	In the east end of the main plaza, near the broken lighthouse	<input type="checkbox"/>
1	Chest—Blue	Speed Skates Badge	Behind the small building on the docks	<input type="checkbox"/>

Town Treasure Summary				
Area	Container Type	Item Name	Description	✓
2	Glint	5x Duplicator	In between two houses as soon as you enter from area 1	<input type="checkbox"/>
2	Glint	RFX Apple	On the dock	<input type="checkbox"/>
2	Glint	Magic Pot Badge	At the end of the ruined pier	<input type="checkbox"/>
2	Chest—Normal	Gella Card	Slide into the large shrimp sign that's fallen down and blocked the walkway past La Crusta restaurant; the chest is around back	<input type="checkbox"/>

Town Treasure Summary

Area	Container Type	Item Name	Description	✓
Twelbit				
1	Chest—Blue	Laurel Crown Badge	In the alley immediately southeast of the Memory Bird	<input type="checkbox"/>
1	Chest—Normal	4x Duplicator	In the alcove immediately east of Irington Bakery	<input type="checkbox"/>
2	Chest—Blue	11,000 Gella	North of the bridge	<input type="checkbox"/>
2	Chest—Normal	7,500 Gella	North of the bridge	<input type="checkbox"/>
2	Glint	Neutrino Medal	On the orange-and-white striped awning above the cafe	<input type="checkbox"/>
2	Glint	HIT Apple	On the blue-and-white striped awning above the restaurant	<input type="checkbox"/>
Honeysday				
2	Chest—Blue	Silver Moon Badge	Under the wooden walkway of the house near the store	<input type="checkbox"/>
2	Glint	Neutrino Medal	On the second story of the house near the store; around back on the other side of the balcony	<input type="checkbox"/>
2	Chest—Normal	2x Duplicator	In one of the chests behind the store	<input type="checkbox"/>
2	Chest—Normal	Dragon Fossil	In one of the chests behind the store	<input type="checkbox"/>
2	Glint	EVA Apple	Hidden behind the bush at the far end of the garden; southeast of the store	<input type="checkbox"/>
Mithysmere				
1	Mimic Chest	Dragon Fossil	In the north end of town (area 1) near the entrance to area 2	<input type="checkbox"/>
Laila Belle				
2	Chest—Normal	Lucky Card	East end of area 2 behind golem	<input type="checkbox"/>
2	Chest—Normal	4x Duplicator	East end of area 2 behind golem	<input type="checkbox"/>
2	Chest—Blue	3x Potion Berry	South end of area 2 behind golem	<input type="checkbox"/>
2	Chest—Blue	Quicken Golem Command Piece	South end of area 2 behind golem	<input type="checkbox"/>
1	Glint	Neutrino Medal	In a planter surrounding the fountain in the middle of area 1	<input type="checkbox"/>
1	Chest—Normal	3x Hi-Vortex Gem	Northwest section of area 1	<input type="checkbox"/>

Town Treasure Summary

Area	Container Type	Item Name	Description	✓
1	Chest—Normal	3,000 Gella	Northeast section of area 1	<input type="checkbox"/>
2	Chest—Blue	Comet Mark Badge	Northeast section of area 2	<input type="checkbox"/>
3	Chest—Normal	Gella Card	Look for the chest in the Golem Hunter's Guild; in the far right side of the room past the parrot	<input type="checkbox"/>
3	Glint	ATK Apple	In the plant right behind the parrot	<input type="checkbox"/>
Gounon				
1	Apple Bags	REFX Apple	Look in the apple bags near Paladienne on the walkway in front of the General Store	<input type="checkbox"/>
1	Chest—Normal	Arctic Blade Badge	In the chest at the far north end of the walkway in front of the General Store	<input type="checkbox"/>
1	Glint	Neutrino Medal	Look for the glint near the bushes on the narrow ledge outside the fence just above the fountain	<input type="checkbox"/>
2	Glint	ATK Apple	Behind some boxes in the Applesed Winery	<input type="checkbox"/>
2	N/A	Rabbit Badge	Inside the winery, go all the way to the far end of the room and sneak along the left back wall. Eventually you won't be able to see anything, but if you keep going the option to examine shows up and you can collect your hidden prize.	<input type="checkbox"/>
Mirapulse				
1	Chest—Normal	600 Gella	Chest by the vendors huts northwest of the Memory Bird	<input type="checkbox"/>
1	Chest—Normal	Fast Gunman Badge	Directly across the alley from the previous chest	<input type="checkbox"/>
2	Glint	LVL Apple	Go upstairs in the bar and examine the glint in the corner	<input type="checkbox"/>
Capo Bronco				
1	Chest—Normal	3x Heal Berry	South side of the river at the east end	<input type="checkbox"/>
1	Chest—Normal	250 Gella	Behind house in SW part of town	<input type="checkbox"/>

Regional Treasure Tables

Regional Treasure Summary

Map #	Item	X	Y	Legend Item	✓
Southwest Filgaia					
1	Bronze Sun Badge	15104	48422	Chest	<input type="checkbox"/>
2	Puzzle Box 8	15400	41575	Puzzle Box	<input type="checkbox"/>
3	3x Tent	24713	43225	Chest	<input type="checkbox"/>
5	800 Gella	18568	37688	Chest	<input type="checkbox"/>
10	3x Nectar	16264	31199	Chest	<input type="checkbox"/>
12	2x Gella Card	11163	29365	Chest	<input type="checkbox"/>
14	Puzzle Box 17	6200	26000	Puzzle Box	<input type="checkbox"/>
15	Dragon Fossil	12223	22558	Blue Chest	<input type="checkbox"/>
16	Puzzle Box 5	19700	20925	Puzzle Box	<input type="checkbox"/>

Regional Treasure Summary

Map #	Item	X	Y	Legend Item	✓
17	3x Lucky Card	21247	23801	Chest	<input type="checkbox"/>
22	Puzzle Box 12	21525	10350	Puzzle Box	<input type="checkbox"/>
23	Heart Leaf Badge	26877	9881	Blue Chest	<input type="checkbox"/>
25	Frey Amulet	31208	14691	Chest	<input type="checkbox"/>
27	Gold Moon Badge	40037	9104	Blue Chest	<input type="checkbox"/>
28	Ebony Shadow Badge	49677	8816	Chest	<input type="checkbox"/>
29	Speed Skates Badge	25644	21946	Blue Chest	<input type="checkbox"/>
31	Laurel Crown Badge	30413	15262	Chest	<input type="checkbox"/>
32	Sacred Shroud Armor	33350	18277	Rock Barrier—Chest	<input type="checkbox"/>
33	5x Duplicator	37427	21433	Chest	<input type="checkbox"/>
35	Gold Sun Badge	34832	23750	Chest	<input type="checkbox"/>
36	Fast Gunman Badge	36120	26571	Chest	<input type="checkbox"/>

Regional Treasure Summary

Map #	Item	X	Y	Legend Item	✓
37	10,000 Gella	32621	34039	Chest	<input type="checkbox"/>
38	Black Box	26653	38121	Special	<input type="checkbox"/>
39	Puzzle Box 2	28200	43275	Puzzle Box	<input type="checkbox"/>
41	Hyper Command Piece	41216	34472	Chest	<input type="checkbox"/>
42	5x Gella Card	43975	39529	Blue Chest	<input type="checkbox"/>
Northwest Filgaia					
1	Puzzle Box 16	46200	87700	Puzzle Box	<input type="checkbox"/>
2	Gold Moon Badge	435700	89872	Blue Chest	<input type="checkbox"/>
4	Red Pepper Badge	41627	87896	Chest	<input type="checkbox"/>
6	Silver Sun Badge	47374	84866	Chest	<input type="checkbox"/>
7	Hydro Pressure Command Piece	51038	79742	Chest	<input type="checkbox"/>
8	Bronze Sun Badge	43699	73326	Chest	<input type="checkbox"/>
10	Cremation Command Piece	41277	64719	Chest	<input type="checkbox"/>
12	Light Vest Armor	37888	76348	Chest	<input type="checkbox"/>
14	Wing Robe Armor	32596	84697	Chest	<input type="checkbox"/>
18	Puzzle Box 6	39325	89425	Puzzle Box	<input type="checkbox"/>
19	Heavy Guard Armor	27917	82702	Chest	<input type="checkbox"/>
20	Dragon Fossil	23624	83342	Chest	<input type="checkbox"/>
23	Comet Mark Badge	12825	76996	Blue Chest	<input type="checkbox"/>
24	Fragile Command Piece	18878	78328	Chest	<input type="checkbox"/>
25	Puzzle Box 18	12925	84725	Puzzle Box	<input type="checkbox"/>
26	6x Duplicator	16392	88540	Blue Chest	<input type="checkbox"/>
27	Puzzle Box 15	12800	60575	Puzzle Box	<input type="checkbox"/>
28	Cat's Paw Badge	7720	53500	Blue Chest	<input type="checkbox"/>
30	Knight Badge	18158	67111	Chest	<input type="checkbox"/>
33	Gather Command Piece	14734	62138	Chest	<input type="checkbox"/>
34	Chain Vest Armor	21844	65317	Chest	<input type="checkbox"/>
36	Priest Badge	27510	72415	Chest	<input type="checkbox"/>
37	Dragon Fossil	36116	72659	Chest	<input type="checkbox"/>
39	5x Gella Card	20046	58585	Chest	<input type="checkbox"/>
41	Sky Twister Command Piece	34396	66350	Chest	<input type="checkbox"/>
42	Obsidian Spear	29176	66689	Rock Barrier—Chest	<input type="checkbox"/>
43	Bronze Moon Badge	30042	63339	Chest	<input type="checkbox"/>
44	5x Duplicator	31061	54740	Chest	<input type="checkbox"/>
46	Silver Sun Badge	29784	50743	Chest	<input type="checkbox"/>
47	Puzzle Box 3	33257	51875	Puzzle Box	<input type="checkbox"/>
48	React Plus Command Piece	33626	53815	Chest	<input type="checkbox"/>
49	2,000 Gella	34601	58510	Chest	<input type="checkbox"/>
50	Dark Isolate Command Piece	39181	59879	Blue Chest	<input type="checkbox"/>
Southeast Filgaia					
1	Puzzle Box 1	74525	48700	Puzzle Box	<input type="checkbox"/>
3	5x Duplicator	73261	40988	Chest	<input type="checkbox"/>
4	Dragon Fossil	77286	42486	Chest	<input type="checkbox"/>
6	5x Duplicator	87715	32683	Chest	<input type="checkbox"/>
8	Ninja Badge	91559	37664	Chest	<input type="checkbox"/>
9	Prism Staff Badge	93420	27625	Chest	<input type="checkbox"/>
10	5,000 Gella	88491	18180	Chest	<input type="checkbox"/>

Regional Treasure Summary

Map #	Item	X	Y	Legend Item	✓
11	Puzzle Box 9	83200	14800	Puzzle Box	<input type="checkbox"/>
12	Berserker Badge	80854	17154	Chest	<input type="checkbox"/>
13	Dragon Fossil	81635	22195	Chest	<input type="checkbox"/>
15	Dispel Command Piece	75881	10100	Chest	<input type="checkbox"/>
17	5x Tent	68446	7902	Chest	<input type="checkbox"/>
18	Puzzle Box 11	67700	9325	Puzzle Box	<input type="checkbox"/>
19	15,000 Gella	64486	7703	Blue Chest	<input type="checkbox"/>
20	Gunstar Sign Badge	69466	10556	Blue Chest	<input type="checkbox"/>
21	Agony Effect Command Piece	76796	26039	Chest	<input type="checkbox"/>
22	Item Scope Badge	70978	31898	Chest	<input type="checkbox"/>
24	Puzzle Box 13	64750	26525	Puzzle Box	<input type="checkbox"/>
25	Holy Grail Badge	67626	23412	Blue Chest	<input type="checkbox"/>
26	Land Steal Command Piece	70861	38361	Chest	<input type="checkbox"/>
28	Isolate Command Piece	57804	41348	Blue Chest	<input type="checkbox"/>
29	2,000 Gella	84312	37357	Chest	<input type="checkbox"/>
30	Puzzle Box 4	83870	34455	Puzzle Box	<input type="checkbox"/>
31	3x Gella Card	89852	41912	Chest	<input type="checkbox"/>
34	King's Crown Badge	84980	46766	Blue Chest	<input type="checkbox"/>
37	Holly Crown	95343	50994	Rock Barrier—Chest	<input type="checkbox"/>
38	Ambrosia	92864	48554	Rock Barrier—Chest	<input type="checkbox"/>
Northeast Filgaia					
1	Bronze Moon Badge	61973	86343	Chest	<input type="checkbox"/>
2	5,000 Gella	67671	83178	Blue Chest	<input type="checkbox"/>
3	Regenerate Command Piece	70018	90818	Chest	<input type="checkbox"/>
7	Genius Protector	55223	91652	Blue Chest	<input type="checkbox"/>
8	Jasper Pillar	52809	95656	Blue Chest	<input type="checkbox"/>
9	Dragon Fossil	73437	77107	Chest	<input type="checkbox"/>
10	Dragon Fossil	78417	83128	Chest	<input type="checkbox"/>
12	5x Lucky Card	82894	82083	Chest	<input type="checkbox"/>
13	15,000 Gella	82763	77193	Chest	<input type="checkbox"/>
14	Puzzle Box 19	95000	76650	Puzzle Box	<input type="checkbox"/>
15	Silver Moon Badge	97229	68820	Chest	<input type="checkbox"/>
16	Puzzle Box 14	97125	70150	Rock Barrier-Puzzle Box	<input type="checkbox"/>
17	Gold Sun Badge	93334	69098	Blue Chest	<input type="checkbox"/>
19	Puzzle Box 10	87000	65075	Puzzle Box	<input type="checkbox"/>
21	Puzzle Box 20	81050	68825	Puzzle Box	<input type="checkbox"/>
22	Protect Command Piece	84422	70557	Chest	<input type="checkbox"/>
23	Silver Moon Badge	82842	72603	Blue Chest	<input type="checkbox"/>
24	Bad Omen Badge	78730	70501	Chest	<input type="checkbox"/>
25	Dragon Fossil	79703	63733	Blue Chest	<input type="checkbox"/>
27	Berserker Badge	76216	68355	Chest	<input type="checkbox"/>
29	Bronze Sun Badge	71867	75636	Chest	<input type="checkbox"/>
30	Stone Bullet Command Piece	68134	71843	Chest	<input type="checkbox"/>
31	Puzzle Box 7	62025	65100	Puzzle Box	<input type="checkbox"/>
33	Protection Robe Armor	75777	62694	Chest	<input type="checkbox"/>

Regional Treasure Summary					
Map #	Item	X	Y	Legend Item	✓
34	Shut Out Command Piece	69947	62915	Chest	<input type="checkbox"/>
35	Tiny Flower Badge	60019	56071	Blue Chest	<input type="checkbox"/>
Locus Solus					
4	Lucky Card	41086	18437	Glint	<input type="checkbox"/>
5	Ambrosia	30429	200065	Glint	<input type="checkbox"/>
6	Gella Card	18412	25304	Glint	<input type="checkbox"/>

Regional Treasure Summary						
Map #	Item	X	Y	Legend Item	✓	
7	Lucky Card	22450	28657	Glint	<input type="checkbox"/>	
8	Cordyceps	44303	30127	Glint	<input type="checkbox"/>	
9	Cordyceps	33733	37505	Glint	<input type="checkbox"/>	
10	Ambrosia	26013	32311	Glint	<input type="checkbox"/>	
11	Gella Card	25395	37699	Glint	<input type="checkbox"/>	

★ COMBAT & EQUIPMENT TABLES ★

ARM Parts

ARM Parts								
ARM Part	ATK	MAG	DP	HIT	Bullets	RES	REF	DEF
Avril								
Innocent Saber	2	1	4	0	3	—	—	—
White Blade	4	3	10	3	3	—	—	—
Spirit Saber	6	5	14	7	4	—	—	—
Spiral Edge	12	7	16	17	4	—	—	—
Misty Soul	15	9	18	14	8	—	—	—
Seraphic Soul	24	11	30	15	5	—	—	—
Holy Saber	35	13	36	18	5	—	—	—
Princess Saber	48	15	40	27	5	—	—	—
Moonlight Shine	52	17	48	24	8	—	—	—
Durandal	64	19	50	25	12	—	—	—
Freeze Blade	72	21	52	47	8	—	—	—
Ancient Blade	87	23	60	32	15	—	—	—
Queen Saber	90	23	70	27	8	—	—	—
Soul of Lilithea	94	27	70	47	15	—	—	—
Airgetlám	128	23	57	34	12	-51	—	—
Carol								
Minimum Missile	6	5	15	2	4	—	—	—
Candy Rocket	8	7	17	12	4	—	—	—
Brushing Bomb	10	9	20	9	8	—	—	—
Smash Missile	12	11	32	10	5	—	—	—
Mint Rocket	14	23	35	13	5	—	—	—
Landing Bomb	16	35	40	21	5	—	—	—
ECM09 Pod	18	47	47	18	8	—	—	—
Scud Launcher	20	59	50	19	12	—	—	—
Chocolat Rocket	22	61	52	30	8	—	—	—
Lightning Bomb	24	74	60	25	15	—	—	—
Neo Explosion	24	82	72	20	8	—	—	—
Hob & Nob	25	129	63	24	12	—	32	47
EZ Missile	32	98	72	25	15	—	—	—
Chuck								
Charge Spark	27	14	19	22	6	—	—	—
Stake Driver	38	16	21	31	6	—	—	—
Storming Spark	41	18	25	28	9	—	—	—
Solid Driver	53	20	26	29	13	—	—	—
Meteor Strike	62	22	27	54	9	—	—	—
Giga Spark	74	24	31	34	18	—	—	—
Death Stroke	83	24	35	30	9	—	—	—
Doom Bringer	94	53	32	45	13	—	—	—
Shooting Nova	100	32	35	54	18	—	—	—

ARM Parts								
ARM Part	ATK	MAG	DP	HIT	Bullets	RES	REF	DEF
Dean								
First Shooter	1	2	5	2	3	—	—	—
Twin Drive	5	4	5	2	3	—	—	—
Burning Booster	7	6	7	5	4	—	—	—
Dual Shooter	9	8	8	15	4	—	—	—
Sniper Shot	11	10	9	12	8	—	—	—
Violence Vice	19	12	15	13	5	—	—	—
Burning Magazine	24	14	18	16	5	—	—	—
Power Booster	36	16	20	25	5	—	—	—
Bullet Shower	42	18	24	22	8	—	—	—
Multi-Drive	58	20	25	23	12	—	—	—
Mighty Focus	64	22	26	45	8	—	—	—
XERD_003SS	76	21	28	32	8	-54	28	—
Ultimate Magazine	84	24	35	25	8	—	—	—
Wonder Booster	92	24	30	30	15	—	—	—
Final Nova	138	32	35	45	15	—	—	—
Greg								
Light Shot	3	4	3	3	2	—	—	—
Solitude Trigger	5	6	5	6	3	—	—	—
Lament Shot	7	8	6	17	4	—	—	—
Raid Blaster	9	10	7	14	7	—	—	—
Nightmare	11	12	12	15	14	—	—	—
Lost Grave	13	24	16	17	4	—	—	—
Sniper Fang	15	36	18	26	5	—	—	—
Volcano Shot	17	48	22	23	7	—	—	—
Buster Cannon	19	50	23	24	10	—	—	—
Shark Sniper	21	62	24	46	7	—	—	—
Dawn Legend	23	84	32	26	7	—	—	—
Sonic Burst	23	73	28	32	12	—	—	—
Coyote M18F	24	147	26	34	7	—	—	—
Omega Trigger	27	93	32	46	12	—	—	—
Rebecca								
Swift Revolver	1	2	1	4	5	—	—	—
Round Beat	3	4	4	6	5	—	—	—
Crescendo Step	5	6	5	9	6	—	—	—
Random Beat	7	10	6	19	6	—	—	—
Shooting Star	9	18	7	16	9	—	—	—
Sunlight Shadow	11	24	13	17	7	—	—	—
Dancing Step	13	39	16	20	7	—	—	—
Lock-On Beat	15	52	18	29	7	—	—	—
Acrobat Shift	17	68	22	26	10	—	—	—
Quick Repeater	19	70	23	27	14	—	—	—
Miracle Striker	21	82	24	50	10	—	—	—

ARM Parts								
ARM Part	ATK	MAG	DP	HIT	Bullets	RES	RFX	DEF
Last Requiem	23	102	32	27	10	—	—	—
Speed Star	23	97	28	32	20	—	—	—

Armor

Armor							
Item Name	DEF	RES	EP	EVA	RFX	MAG	ATK
Avril							
Chic Suit	0	0	0	100	50	—	—
Passion Suit	0	0	0	100	50	—	—
Robe of Filgaia	0	100	0	100	0	42	—
Pure Cloak	3	4	1	2	2	—	—
Angel's Robe	5	9	3	4	5	—	—
Fairy's Feather	8	18	5	6	10	—	—
Wing Robe	10	34	7	8	32	—	—
Amethyst Cloak	17	42	10	15	18	—	—
Protection Robe	22	56	12	20	20	—	—
Saint's Cloak	26	61	15	25	22	—	—
Cloak of Illusion	28	73	25	27	24	—	—
Shell Wind	38	30	18	38	36	—	—
Venus Cloak	38	30	18	60	24	—	—
Queen's Robe	40	82	20	40	26	—	—
Seed of Eden	50	90	22	45	30	—	—
Ankh Garb	100	0	50	0	0	—	167
Carol							
Junior Green	0	0	0	100	50	—	—
Junior Silver	0	0	0	100	50	—	—
Mirage Blazer	0	100	0	100	0	81	—
Normal Dress	12	12	5	11	13	—	—
Aero Dress	17	27	8	15	18	—	—
Hustler's Dress	18	38	10	17	27	—	—
Charming Dress	26	44	13	25	23	—	—
Nimble Dress	28	55	14	48	25	—	—
Rabbit Ears	38	36	13	60	26	—	—
Sapphire Dress	38	36	13	38	38	—	—
Shining Dress	40	68	15	40	28	—	—
Shamil	50	85	18	45	30	—	—
Virginia's Soul	100	0	50	0	0	—	92
Chuck							
Class President	0	0	0	100	50	—	—
Class VP	0	0	0	100	50	—	—
Dominion Garb	0	100	0	100	0	81	—
Black Suit	24	41	18	27	20	—	—
Leather Jacket	26	52	20	28	30	—	—
Active Suit	36	30	20	41	34	—	—
Slide Suit	36	30	20	63	22	—	—
Hard Jumper	38	62	22	43	24	—	—
Metal Suit	48	90	25	48	26	—	—
Butler's Suit	100	0	50	0	0	—	94
Dean							
Black Uniform	0	0	0	100	50	—	—
Labyrinthos	0	100	0	100	0	142	—
White Uniform	0	0	0	100	50	—	—
Fiber Coat	3	0	1	2	0	—	—

ARM Parts								
ARM Part	ATK	MAG	DP	HIT	Bullets	RES	RFX	DEF
Final Stage	27	151	32	50	20	—	—	—
Flegel Jahre	42	124	26	34	12	-48	—	—

Armor							
Item Name	DEF	RES	EP	EVA	RFX	MAG	ATK
Traveler's Guard	5	2	3	4	2	—	—
Heavy Guard	8	7	2	5	25	—	—
Light Coat	8	5	5	6	5	—	—
Hard Coat	17	14	10	15	15	—	—
Brave Guard	28	18	12	20	18	—	—
Elder's Coat	36	23	15	25	20	—	—
Beast Coat	38	32	18	38	34	—	—
White Coat	38	32	18	60	22	—	—
Rapid Coat	44	25	16	50	21	—	—
Mithral Guard	60	34	20	40	24	—	—
Virtuous Guard	70	42	22	45	26	—	—
Red Guard	100	0	50	0	0	—	80
Nine Lives	120	120	120	120	75	—	—
Greg							
Black Bancho	0	0	0	100	50	—	—
Genuine Vest	0	100	0	100	0	131	—
White Bancho	0	0	0	100	50	—	—
Army Vest	2	4	2	2	5	—	—
Chain Vest	9	8	3	3	10	—	—
Light Vest	16	9	4	25	12	—	—
Titanium Vest	24	16	9	12	18	—	—
Survival Vest	39	20	10	18	20	—	—
Emblem Vest	41	18	8	20	32	—	—
Overdrive	43	34	16	35	36	—	—
Red Star	43	34	16	57	24	—	—
Ancient Vest	58	30	15	27	24	—	—
Bounty Guard	65	36	18	37	26	—	—
Cromwell	78	50	20	40	30	—	—
Shade Wielder	100	0	50	0	0	—	32
Rebecca							
Haute Couture	0	100	0	100	0	164	—
Silver Blazer	0	0	0	100	50	—	—
Sky Blazer	0	0	0	100	50	—	—
Hot Denim	4	0	1	2	0	—	—
Battle Denim	6	2	3	4	0	—	—
Black Shirt	7	3	3	22	2	—	—
Hard Denim	13	10	8	11	8	—	—
Mist Shirt	18	14	10	15	12	—	—
Rapid Shirt	24	15	8	18	30	—	—
Extra Reaction	39	32	18	38	32	—	—
Hard Enamel	39	32	18	60	20	—	—
Solid Denim	47	23	15	25	18	—	—
Sunshine Shirt	53	28	18	30	20	—	—
Radical Denim	61	34	20	40	22	—	—
Goddess Breath	78	42	22	45	25	—	—
Coiste-Bodhar	100	0	50	0	0	—	119

Badge Synthesis

Badge Synthesis		
Badge Name	Components Required	# Required
Sheriff Star	Frog Badge	1
	Fish Badge	1
	Chick Badge	1
	Lucky Bird	1
	Elder Record	1
	Punching Glove	1
Frog Badge	Hazel Sprig	1
	Moonstone	1
	Heart Leaf	1
	Mist Cloak	1
Fish Badge	Gold Sun	1
	Gold Moon	1
	Magic Pot	1
	Ryan's Shield	1
Chick Badge	Geo Amulet	1
	Muse Amulet	1
	Frey Amulet	1
	Wing Amulet	1
Punching Glove	Gunstar Sign	1
	Arctic Blade	1
	Comet Mark	1
	Cat's Paw	1
Elder Record	Red Pepper	1
	Hourglass	1
	Witch Badge	1
	Priest Badge	1
Lucky Bird	Spike Boots	1
	Violator	1
	Marksmen Badge	1
	Treasure Tone	1
Gold Sun	Silver Sun	3
Gold Moon	Silver Moon	3
Gunstar Sign	Tiny Flower	1
	Fast Gunman	1
	Speed Skates	1
Cat's Paw	Fighter Badge	1
	Ryan's Shield	1
	Prism Staff	1
Magic Pot	Bad Omen	1
	Priest Badge	1
Ryan's Shield	Holy Grail	1
	Full Carrot	1
Mist Cloak	Ninja Badge	1
	Castle Wall	1

Badge Synthesis		
Badge Name	Components Required	# Required
Violator	Dual Cast	1
	Gold Sun	1
	Chick Badge	1
Spike Boots	Knight Badge	1
	Castle Wall	1
	Cat's Paw	1
Marksmen Badge	Ninja Badge	1
	Mist Cloak	1
	Ebony Shadow	1
Silver Sun	Bronze Sun	2
Silver Moon	Bronze Moon	2
Tiny Flower	Knight Badge	1
	Berserker Badge	1
	Full Carrot	1
Laurel Crown	Silver Sun	1
	Priest Badge	1
Castle Wall	King's Crown	1
	Knight Badge	1
Goat Doll	Holy Grail	1
	Refrigerator	1
	Tiny Flower	1
Pocketbook	Item Scope	1
	Silver Sun	1
Growth Egg	Item Scope	1
	Silver Moon	1
Hen Badge	Growth Egg	1
	Thief Badge	1
Fast Gunman	Dog Leash	1
	Arctic Blade	1
Dual Cast	Gunstar Sign	1
	Goat Doll	1
100% Orange	Hen Badge	1
	Mist Cloak	1
	Pocketbook	1
	Sheriff Star	1
Speed Queen	Rabbit Badge	1
	Speed Skates	1
	Dual Cast	1
	Priest Badge	1
Terrace Tiara	Lucky Bird	1
	Chick Badge	1
	Elder Record	1
	Witch Badge	1

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Badges

Badges				
Name	Rank	Effects	Black Market (Y/N)	Synthesis (Y/N)
Sheriff Star	S	Max HP +500 / Max MP +50 / all other stats +25 / all Badge rank A powers	No	Yes
Chick Badge	A	Reduces damage from all elemental attacks. Combines with Ley Point effects.	Yes	Yes
Elder Record	A	Halves MP usage. Cannot be combined with other skills.	Yes	Yes
Fish Badge	A	Prevents Poison, Disease, and Misery status from being added to wearer's HEX. Also grants immunity from instant death attacks.	Yes	Yes
Frog Badge	A	Grants immunity to Poison, Disease, and Misery status	Yes	Yes
Lucky Bird	A	Increases the chance that an item found after battle will be a rare item	Yes	Yes

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Badges

Name	Rank	Effects	Black Market (Y/N)	Synthesis (Y/N)
Punching Glove	A	Turns Critical Hits into Finest Arts	Yes	Yes
Arctic Blade	B	Increases the chance of counterattacking by 5% if wearer has the Counter skill	Yes	Yes
Cat's Paw	B	Increases attack/shoot strength by 50%	Yes	Yes
Comet Mark	B	Increases counterattack strength based on the amount of HP lost if wearer has the Counter skill	No	No
Frey Amulet	B	Reduces damage from fire-elemental attacks. Combines with Ley Point effects.	No	No
Geo Amulet	B	Reduces damage from earth-elemental attacks. Combines with Ley Point effects.	No	No
Gold Moon	B	Increases MAX MP by 50	Yes	Yes
Gold Sun	B	Increases MAX HP by 500	Yes	Yes
Gunstar Sign	B	Increases the chance of making a critical hit by 5%	Yes	Yes
Hazel Sprig	B	Grants immunity to Disease status	No	No
Heart Leaf	B	Grants Immunity from Misery status	No	No
Hourglass	B	Restores MP each turn	No	No
Magic Pot	B	Restores MP when hit by magic attack	No	Yes
Marksman Badge	B	Ensures that the attack/shoot command does not miss	No	Yes
Mist Cloak	B	Causes physical attacks to miss 50% of the time	Yes	Yes
Moonstone	B	Grants immunity from Poison status	No	No
Muse Amulet	B	Reduces damage from water-elemental attacks. Combines with Ley Point effects.	No	No
Priest Badge	B	RES +25/EVA -25	No	No
Red Pepper	B	Restores HP each turn	No	No
Ryan's Shield	B	Randomly guards against attacks	No	No
Spike Boots	B	Nullifies all attacks that delay the wearer's battle turn	No	Yes
Treasure Tone	B	Makes a sound when the wearer moves into a HEX containing an item	No	No
Violator	B	Reduces attack/shoot power to 50% but attacks 2-5 times per command	No	Yes
Wing Amulet	B	Reduces damage from wind-elemental attacks. Combines with Ley Point effects	No	No
Witch Badge	B	MAG +25/DEF -25	No	No
Bad Omen	C	Increases the rate of random encounters	No	No
Berserker Badge	C	Reduces damage received and increases damage dealt	No	No
Bronze Moon	C	Increases MAX MP by 10	No	No
Bronze Sun	C	Increases MAX HP by 100	No	No
Castle Wall	C	Nullifies the first attack received each battle	Yes	Yes
Dog Leash	C	Starts the wearer in the same HEX as a fellow party member in random encounters only	No	No
Dual Cast	C	Causes Originals to be used twice in succession	No	Yes
Ebony Shadow	C	Increases EVA by 25 after moving between HEXes	Yes	No
Fast Gunman	C	Increases the chance of a preemptive attack	No	Yes
Fighter Badge	C	ATK +25/RFX -25	No	No
Full Carrot	C	Fills the FP gauge to maximum if the wearer has the first turn in the battle	No	No
Goat Doll	C	Automatically revives the wearer one time each battle	Yes	Yes
Growth Egg	C	Increases the amount of EXP received from enemies defeated by the wearer	Yes	Yes
Hen Badge	C	Doubles the amount of EXP gained from battle	Yes	No
Holy Grail	C	Grants immunity to instant death attacks	No	No
Item Scope	C	Increases the chance of finding a treasure after battle	No	No
King's Crown	C	Causes the wearer's first attack each battle to be a Critical Hit	No	No
Knight Badge	C	DEF +25/MAG -25	No	No
Laurel Crown	C	Doubles HP recovery amount from items and skills	Yes	Yes
Ninja Badge	C	EVA +25/RES -25	No	No
Pocketbook	C	Increases the amount of Gella received from enemies defeated by the wearer	Yes	Yes
Prism Staff	C	Increases FP by 25 when the wearer falls into Critical status	No	No
Rabbit Badge	C	Prevents Gella from being dropped when the wearer flees from battle	No	No
Refrigerator	C	Prevents reduction of MAX HP from Fallen status	No	No
Silver Moon	C	Increases MAX MP by 25	Yes	Yes
Silver Sun	C	Increases MAX HP by 250	Yes	Yes
Speed Skates	C	Gives the wearer an RFX bonus when determining the initial battle turn order	No	No
Thief Badge	C	RFX +25/ATK -25	No	No
Tiny Flower	C	Places the wearer in Detonation Mode from the start of each battle until the battle ends or the wearer falls	Yes	Yes
100% Orange	D	Forces all damage dealt and received to 100. Prevents all HP recovery.	No	Yes
Cheerful Girl	D	HIT +50	No	No

Badges				
Name	Rank	Effects	Black Market (Y/N)	Synthesis (Y/N)
Might Guy	D	DEF +50	No	No
Monopoly Gourd	D	Gives all experience gained from battle to the wearer	No	No
Night Princess	D	RES +50	No	No
Nose Hero	D	ATK +50	No	No
Sacred Boy	D	MAG +50	No	No
Speed Queen	D	RFX +50	No	Yes
Terrace Tiara	D	Reduces all MP consumption to 0	No	Yes
The Omega	D	Proof of defeating Ragu O Ragla. Turns all regular attacks into Critical Hits.	No	No

Battle Items

Battle Items				
Item Name	Type	Description/Effect	Power	Target
by Type				
Break Gem	Elemental Attack	Earth-elemental magic attack	220	Enemy HEX (Adjacent)
Fire Gem	Elemental Attack	Fire-elemental magic attack	220	Enemy HEX (Adjacent)
Hi-Break Gem	Elemental Attack	Earth-elemental magic attack	280	Enemy HEX (Adjacent)
Hi-Fire Gem	Elemental Attack	Fire-elemental magic attack	280	Enemy HEX (Adjacent)
Hi-Vortex Gem	Elemental Attack	Wind-elemental magic attack	280	Enemy HEX (Adjacent)
Hi-Water Gem	Elemental Attack	Water-elemental magic attack	280	Enemy HEX (Adjacent)
Vortex Gem	Elemental Attack	Wind-elemental magic attack	220	Enemy HEX (Adjacent)
Water Gem	Elemental Attack	Water-elemental magic attack	220	Enemy HEX (Adjacent)
Antidote	HEX Effects	Cures Poison status	—	Ally HEX (Adjacent)
Cordyceps	HEX Effects	Cures Poison, Disease, and Misery status	—	Ally HEX (Adjacent)
Medicine	HEX Effects	Cures Disease status	—	Ally HEX (Adjacent)
Peppy Acorn	HEX Effects	Cures Misery status	—	Ally HEX (Adjacent)
Devastate Gem	Non-Elemental Attack	Non-elemental magic attack	220	Enemy HEX (Adjacent)
Hi-Devastate Gem	Non-Elemental Attack	Non-elemental magic attack	280	Enemy HEX (Adjacent)
Great Apple	Performace	Adds All Stats Up status to the HEX	—	Ally HEX (Adjacent)
Ambrosia	Recovery	Cancels negative HEX status effects and restores all HP and MP	—	Ally HEX (Adjacent)
Full Revive	Recovery	Revives fallen characters with full HP	—	User's HEX
Heal Berry	Recovery	Restores 500 HP	—	Ally HEX (Adjacent)
Holy Berry	Recovery	Restores all HP	—	Ally HEX (Adjacent)
Mega Berry	Recovery	Restores 2,000 HP	—	Ally HEX (Adjacent)
Potion Berry	Recovery	Restores 1,000 HP	—	Ally HEX (Adjacent)
Revive Fruit	Recovery	Revives all fallen characters	—	User's HEX
Gella Card	Rewards	Doubles Gella earned from battle	—	All allies
Lucky Card	Rewards	Doubles EXP earned from battle	—	All allies
by Name				
Ambrosia	Recovery	Cancels negative HEX status effects and restores all HP and MP	—	Ally HEX (Adjacent)
Antidote	HEX Effects	Cures Poison status	—	Ally HEX (Adjacent)
Break Gem	Elemental Attack	Earth-elemental magic attack	220	Enemy HEX (Adjacent)
Cordyceps	HEX Effects	Cures Poison, Disease, and Misery status	—	Ally HEX (Adjacent)
Devastate Gem	Non-Elemental Attack	Non-elemental magic attack	220	Enemy HEX (Adjacent)
Fire Gem	Elemental Attack	Fire-elemental magic attack	220	Enemy HEX (Adjacent)
Full Revive	Recovery	Revives fallen characters with full HP	—	User's HEX
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Hi-Break Gem	Elemental Attack	Earth-elemental magic attack	280	Enemy HEX (Adjacent)
Hi-Devastate Gem	Non-Elemental Attack	Non-elemental magic attack	280	Enemy HEX (Adjacent)
Hi-Fire Gem	Elemental Attack	Fire-elemental magic attack	280	Enemy HEX (Adjacent)
Hi-Vortex Gem	Elemental Attack	Wind-elemental magic attack	280	Enemy HEX (Adjacent)
Hi-Water Gem	Elemental Attack	Water-elemental magic attack	280	Enemy HEX (Adjacent)

Battle Items

Item Name	Type	Description/Effect	Power	Target
Holy Berry	Recovery	Restores all HP	—	Ally HEX (Adjacent)
Lucky Card	Rewards	Doubles EXP earned from battle	—	All allies
Medicine	HEX Effects	Cures Disease status	—	Ally HEX (Adjacent)
Mega Berry	Recovery	Restores 2,000 HP	—	Ally HEX (Adjacent)
Peppy Acorn	HEX Effects	Cures Misery status	—	Ally HEX (Adjacent)
Potion Berry	Recovery	Restores 1,000 HP	—	Ally HEX (Adjacent)
Revive Fruit	Recovery	Revives all fallen characters	—	User's HEX
Vortex Gem	Elemental Attack	Wind-elemental magic attack	220	Enemy HEX (Adjacent)
Water Gem	Elemental Attack	Water-elemental magic attack	220	Enemy HEX (Adjacent)

Black Market Inventory

Name	Type	Lvl. Cost
Chick Badge	Badges	50
Elder Record	Badges	50
Fish Badge	Badges	50
Frog Badge	Badges	50
Lucky Bird	Badges	50
Punching Glove	Badges	50
Mist Cloak	Badges	35
Growth Egg	Badges	25
Cat's Paw	Badges	20
Pocketbook	Badges	20
Goat Doll	Badges	15
Gold Moon	Badges	15
Gold Sun	Badges	15
Gunstar Sign	Badges	15
Item Scope	Badges	15
Tiny Flower	Badges	15
Castle Wall	Badges	10
Ebony Shadow	Badges	10
Laurel Crown	Badges	10

Name	Type	Lvl. Cost
Arctic Blade	Badges	10
Silver Moon	Badges	10
Silver Sun	Badges	10
Speed Skates	Badges	10
LVL Apple	Field Items	10
20-LVL Apple	Field Items	100
ATK Apple	Field Items	15
DEF Apple	Field Items	15
MAG Apple	Field Items	15
RES Apple	Field Items	15
HIT Apple	Field Items	15
EVA Apple	Field Items	15
RFX Apple	Field Items	15
Duplicator	Field Items	10
Holy Berry	Battle Items	5
Full Revive	Battle Items	10
Great Apple	Battle Items	10
Ambrosia	Battle Items	10
Lucky Card	Battle Items	2

Name	Type	Lvl. Cost
Gella Card	Battle Items	2
Ultimate Magazine	ARM Parts	25
Last Requiem	ARM Parts	25
Queen Saber	ARM Parts	25
Dawn Legend	ARM Parts	25
Neo Explosion	ARM Parts	25
Death Stroke	ARM Parts	25
Black Uniform	Armor	30
White Uniform	Armor	30
Sky Blazer	Armor	30
Silver Blazer	Armor	30
Chic Suit	Armor	30
Passion Suit	Armor	30
Black Bancho	Armor	30
White Bancho	Armor	30
Junior Green	Armor	30
Junior Silver	Armor	30
Class President	Armor	30
Class VP	Armor	30

Combination Arts

Combination Arts

Combo Art	Characters in HEX	Total Character Levels Required	FP Required	Area of Effect	Attack Type	Damage	Special
Javelin Bullet	Dean, Avril	10	25	Straight Line HEXes	Physical	145	—
Trigger Rondo	Dean, Rebecca	20	25	All Adjacent HEXes	Physical	160	—
Lightning Fang	Dean, Greg	35	25	Any HEX	Physical	215	Strong VS. Golems
Symphonic Rain	Dean, Carol	50	25	All Adjacent HEXes	Physical	170	—
End Revolver	Dean, Chuck	65	50	Any HEX	Physical	260	—
Overhead Sorcery	Rebecca, Avril	15	25	All Adjacent HEXes	Magic	170	—
Corona Fall	Rebecca, Greg	40	50	Any HEX	Magic	295	—
Genocide Circus	Rebecca, Carol	55	50	All HEXes	Physical	190	—
Reflect Flower	Rebecca, Chuck	74	50	Any HEX	Physical	265	—
Heaven's Gate	Avril, Greg	30	50	All HEXes	Magic	195	—
Mysteltainn Zero	Avril, Carol	59	25	Straight Line HEXes	Magic	195	—
Gungir Effect	Greg, Carol	53	25	Any HEX	Magic	220	Strong VS. Flying Enemies
Judgement Heat	Greg, Chuck	77	50	Straight Line HEXes	Magic	240	—
Voltic Claw	Carol, Chuck	71	50	Straight Line HEXes	Physical	220	Strong VS. Golem Types
Crime Garden	Chuck, Chuck	68	25	All HEXes	Magic	130	—

Field Items

Field Items	
Item Name	Description/Effect
20-LVL Apple	Increases an ally's level by 20
Amulet	The key to opening the shrine northeast of Gounon
Ark Scepter	A holy tool the Baskars use to converse with Filgaia
ATK Apple	Increases an ally's attack power rating by 1
Baskar Medicine	Medicine for Zopt Syndrome received from the Baskars
Black Pass	A member's pass for the Black Market
Blank Medium	Allows the abilities of an original medium to be copied
Bolt	A golem part found by Dean when he was young
Call Whistle	Calls forth the monowheel
Canned Peaches	A sealed can of peaches in a sweet, sweet syrup
Chug-Chug Key	The key recovered from the monster at the entrance to Mt. Chug Chug
Class A License	Nightburn's Golem Hunter license. Its holder can ride the Filgaia Express freely.
Crystal Tear	A beautiful crystal glowing with a blue light. Formerly used as a power source in interstellar travel.
DEF Apple	Increases an ally's defense power rating by 1
Dragon Fossil	A rare metal required for modifying/strengthening ARMs
Dungeon Viewer	Displays the dungeon map and the party's current position by pressing the START button when in a dungeon
Duplicator	Unlocks magically sealed treasure chests
Ebony Key	A gleaming black key. What it opens is a mystery.
Energy Drink	An energy drink mixed by a shop owner in Capo Bronco. Exactly what's mixed into the unlabeled bottle is unknown.
Escape Gate	Exits the Memory Maze and returns user to the real world
EVA Apple	Increases and ally's evasion rating by 1
Ex-Energy Drink	A former energy drink mixed by the shop owner in Capo Bronco. Strange smoke is emerging from the bottle's mouth.
Ex-Fried Chicken	Former fried chicken cooked by the shop owner in Capo Bronco. It's giving off an odd smell...
Exodus Orb	Returns user to the entrance of a dungeon
Field Viewer	Displays the Filgaia world map and the party's current position by pressing the START button on the field
Flower Planter	A lightweight planter that can be easily carried by even a small girl
Flower Seeds	With water, sunlight, and tender loving care, these tiny seeds will one day blossom into beautiful flowers
Flowery Letter	A love letter written by a girl from Honeysday, illustrated with a cute drawing of a flower
Fragrant Letter	A love letter written by a glasses-wearing female traveler, faintly exuding a pleasant aroma
Fresh Apple Wine	Johnny Appleseed—wine that was just made in Gounon
Fresh Laundry	Fresh laundry for the Capo Bronco shop owner's husband. The smell of clean clothes and the spring in the cloth really show her dedication.
Fried Chicken	Fried chicken cooked by the shop owner in Capo Bronco. Lovingly prepared with only the best ingredients.
FX Tickets	Tickets for riding the Filgaia Express
Giant's Ocarina	Calls forth Asgard

Field Items	
Item Name	Description/Effect
Gold Nightingale	A small sculpture crafted out of pure gold. The windup mechanism is truly a work of art.
Golden Angel	An item rumored to have strange powers
Golem Part	A golem part found by Dean in the ruins near Capo Bronco
HIT Apple	Increases an ally's accuracy rating by 1
Holly Crown	A warding crown made of holly leaves. One of the holy artifacts said to have sealed the king of the monsters.
Holy Root	A medicine developed by the Baskars that can cure any illness
Holy Wine	Wine made in Gounon to be delivered to the shrine
Humpty Dumpty	There's SOMETHING stuffed inside the thin shell...
Hunter's License	A license confirming that its holder is an apprentice Golem Hunter
Jasper Pillar	A crystalline plaque into which sacred words are carved. One of the holy artifacts said to have sealed the king of the monsters.
Le Ciel Bleu	A blue flower favored by Lady Diana
LS Amethyst E	A key needed to reach the center of the Locus Solus bridge
LS Amethyst P	A key needed to reach the center of the Locus Solus bridge
LS Amethyst Y	A key needed to reach the center of the Locus Solus bridge
LS Amethyst Z	A key needed to reach the center of the Locus Solus bridge
Luck Medium	Increases RFX and HIT. Provides abilities for stealing items from enemies: Item Steal, FP Advantage, etc.
LVL Apple	Increases an ally's level by 1
MAG Apple	Increases an ally's magic power rating by 1
Mirror of De Soto	A mirror needed for the Moonlight Ceremony in Mirapulse
Moon Medium	Increases RFX and EVA. Provides battle support abilities: Dispel, Observe, etc.
Mountain Medium	Increases HP and DEF. Provides abilities for protecting allies: Protect, Defender, etc.
Music Box	A music box adorned with intricate carvings. The tune it plays when the handle is turned sounds oddly familiar...
Nectar	Restores an ally's reduced maximum HP
Neutrino Medal	Small, silver medals that the parrots are collecting. Collect them all, and...?
Nightburn Poster	A poster of Nightburn, smoking a cigar and looking extremely cool
Obsidian Spear	A razor sharp, jet black spear that radiates evil. One of the holy artifacts said to have sealed the king of the monsters.
Onion Baguette	A fresh baguette made by the baker in Twelbit
Pocket Tissues	Pocket tissues from a young man in Mithysmere. They do nothing but get in the way.
Podarge Wing	A gray wing said to ward off thieves
Potting Soil	Nutrient rich soil from Capo Bronco, loved by plants across Filgaia
Rebecca's Journal	Rebecca's poetry journal, found by Dean in the ruins near Capo Bronco
RES Apple	Increases an ally's magic resistance rating by 1
RFX Apple	Increases an ally's reflex rating by 1
Sacred Shroud	A once beautiful holy robe. One of the holy artifacts said to have sealed the king of the monsters.
Sea Medium	Increases MP and RES. Provides healing abilities: Heal, Lifesaver, etc.

Field Items	
Item Name	Description/Effect
Second Flash	Muscat-flavored tea leaves of the highest quality. The package reads, "This Year's Best!"
Simple Letter	A love letter written by a businesslady, signed in a beautiful hand
Sky Medium	Increases MP and MAG. Provides abilities for strengthening magic attacks: Blast, Gemstone, etc.
Sonar Kit	Displays items that can be found with the SEARCH command on the field compass
Spark Plug	A part needed to start the monowheel

Field Items	
Item Name	Description/Effect
Sword Medium	Increases HP and ATK. Provides abilities for strengthening physical attacks: Crush, Counter, etc.
Teleport Orb	Warps user to the selected location
Tent	Restores all allies' HP and MP when used on the field map
Tony's Gift	The parting gift Tony gave to Dean
Veruni Medicine	A febrifuge received from Persephone
Werewolf Fang	A wolf's fang covered in sheepskin. A cursed item said to turn one's personality completely around.

Golem Parts

Golem Parts														
Golem Part Name	Description/Effect	Target	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	HP	Turns	Power
Action Units														
Big Bang Booster	Increases movement parameters	N/A	—	—	—	—	—	—	350	380	200	—	—	—
Duel Booster	Increases movement parameters	N/A	—	—	—	—	—	—	200	180	120	—	—	—
Energy Plate	Increases movement parameters	N/A	—	—	—	—	—	—	300	280	180	—	—	—
Phantom Vision	Increases movement parameters	N/A	—	—	—	—	—	—	150	225	115	—	—	—
Point Stabilizer	Increases movement parameters	N/A	—	—	—	—	—	—	250	125	115	—	—	—
Power Vernier	Increases movement parameters	N/A	—	—	—	—	—	—	100	100	80	—	—	—
Turbo Drive	Increases movement parameters	N/A	—	—	—	—	—	—	525	550	305	—	—	—
Attack Units														
Blast Builder	Increases offensive power	N/A	1500	2250	450	—	—	—	—	—	—	—	—	—
Divine Crush	Increases offensive power	N/A	2250	1800	450	—	—	—	—	—	—	—	—	—
Gigatech Fist	Increases offensive power	N/A	2800	2400	400	—	—	—	—	—	—	—	—	—
Heavy Knuckles	Increases offensive power	N/A	5750	4600	1050	—	—	—	—	—	—	—	—	—
Infinite Knuckles	Increases offensive power	N/A	2300	2200	300	—	—	—	—	—	—	—	—	—
Iron Fist	Increases offensive power	N/A	1500	1500	200	—	—	—	—	—	—	—	—	—
Omega Crusher	Increases offensive power	N/A	3000	4000	500	—	—	—	—	—	—	—	—	—
Command Pieces														
Agony Effect	Non-elemental magic attack	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	250
Cremation	Fire-elemental magic attack	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	280 + ley point bonus
Dark Isolate	Casts instant death on characters in the target HEX, moving those who survive to a random location	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Dispel	Cancels all effects placed on the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Double Action	Allows for two consecutive actions	—	—	—	—	—	—	—	—	—	—	—	—	—
Fragile	Adds DEF/RES Down status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Gather	Gather all allies or enemies into the same HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Giga Crush	Fire-elemental physical attack, usable independent of ley points	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	310 + ley point bonus
Giga Crush	Water-elemental physical attack, usable independent of ley points	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	310 + ley point bonus
Giga Crush	Wind-elemental physical attack, usable independent of ley points	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	310 + ley point bonus
Giga Crush	Earth-elemental physical attack, usable independent of ley points	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	310 + ley point bonus
Giga Crush	Non-elemental physical attack, usable independent of ley points	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	310 + ley point bonus
Howl	Delays the target's next turn	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—

Golem Parts														
Golem Part Name	Description/Effect	Target	ATK	MAG	DP	DEF	RES	EP	HIT	EVA	RFX	HP	Turns	Power
Hydro Pressure	Water-elemental magic attack	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	280 + ley point bonus
Hyper	Adds ATK/MAG Up status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Isolate	Characters in the target HEX are moved to a random location	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Kirlian Buster	Deals a fixed amount of damage divided by the number of targets in the HEX	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	10000
Land Steal	Moves all status effects on the target HEX to the user's HEX	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Ley Change	Changes the elements of all ley points, following a set order	—	—	—	—	—	—	—	—	—	—	—	—	—
Protect	Adds DEF/RES Up status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Quicken	Adds RFX/EVA Up status to HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
React Minus	Adds DP/EP Down status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
React Plus	Adds DP/EP Up status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Recovery Program	Restores HP	User	—	—	—	—	—	—	—	—	—	—	—	400
Regenerate	Adds HP Recovery status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Replace	Trade places with the occupant(s) of the target HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Shut Out	Adds Locked status to the HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Sky Twister	Wind-elemental magic attack	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	280 + ley point bonus
Slow Down	Adds RFX/EVA Down status to HEX	Ally/Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	—
Stone Bullet	Earth-elemental magic attack	Enemy HEX (Any)	—	—	—	—	—	—	—	—	—	—	—	280 + ley point bonus
Superluminal Fist	Physical Attack	Enemy HEX (Adjacent)	—	—	—	—	—	—	—	—	—	—	—	200
Ultimate Guard	Guards against attacks, adding Invincible status to HEX until the next ally turn.	User's HEX	—	—	—	—	—	—	—	—	—	—	—	—
Warp	Warps user to another HEX	User	—	—	—	—	—	—	—	—	—	—	—	—
Mind Units														
Blast Breaker	Increases defensive power	N/A	—	—	—	450	550	300	—	—	—	—	—	—
First Security	Increases defensive power	N/A	—	—	—	850	750	550	—	—	—	—	—	—
Genius Protector	Increases defensive power	N/A	—	—	—	550	420	425	—	—	—	—	—	—
Minimum Barrier	Increases defensive power	N/A	—	—	—	400	350	200	—	—	—	—	—	—
Phantasm Heart	Increases defensive power	N/A	—	—	—	700	650	400	—	—	—	—	—	—
Spread Barrier	Increases defensive power	N/A	—	—	—	700	450	250	—	—	—	—	—	—
Variant Barrier	Increases defensive power	N/A	—	—	—	650	500	350	—	—	—	—	—	—
Power Units														
Bloody Ties	Increases overall power ratings	N/A	200	100	—	—	—	—	—	—	—	15000	32	—
Life Charger	Increases overall power ratings	N/A	500	400	—	—	—	—	—	—	—	13500	16	—
Paladienne's Soul	Increases overall power ratings	N/A	250	125	—	—	—	—	—	—	—	19000	32	—
Power Mind	Increases overall power ratings	N/A	50	30	—	—	—	—	—	—	—	4000	16	—
Power Saber	Increases overall power ratings	N/A	125	70	—	—	—	—	—	—	—	12000	32	—
Vital Force	Increases overall power ratings	N/A	850	750	—	—	—	—	—	—	—	32000	48	—

Instant Death Attacks

Instant Death Attacks	
Attack Name	Enemy Name
Dark Isolate	Ice Queen Avril
	Haborym
	Sol Niger (18th)
	Zkauba
	Volsung (bare hand)
	Zolinge
	Garyugossa
	Legio Volsung
	Jupilasect
	Ragu O Ragla
Asphyxiation	Necrophore
	Amplifier
	Gillmore
	Betelgeuse
	Ichthyotiger
So long!	Chaos Champion
Execute	Veruni Soldier
	Veruni Knight

Instant Death Attacks	
Attack Name	Enemy Name
Human Experimentation (4)	Creeping Chaos
I'll put you out of your misery!	Egregori
Death Fang	Azhi Dahaka
Death Blow	Stealth Stalker
	Assassin Force
Blow Away	Imitator
Laser Silhouette	Fereydoon
Radious Breath	Ayperos
	Azhi Dahaka
	Beelzebub
	Black Buzzard
	Cockatrice
	Earth Lizard
	Kartikeya
	Land Anemone
	Sol Niger (16th)
	Sol Niger (26th)
	Vorrac

Luck Mediums

Medium Bonuses by Level Gained				
Skill Name	Type	Level Gained	Description	Target
RFX/HIT Bonus	Level Bonus	1	Adds a level-based bonus to RFX and HIT	—
Item Steal	Original Command (Physical)	2	Steals an item from the target	Enemy HEX (Adjacent)
FP Advantage	Passive Skills	4	Adds Force Points at the start of a battle	—
Mystic	Force Abilities	8	Extends an item's effect to all HEXes	—
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Fragile	Original Command (Magic)	12	Adds DEF/RES Down status to the HEX	Ally/Enemy HEX (Any)
Gella Up	Passive Skills	15	Increases the amount of Gella obtained from battle	—
Sonic Vision	Force Abilities	18	Guarantees a Critical Hit for the Attack/Shoot command	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Slow Down	Original Command (Magic)	25	Adds RFX/EVA Down status to the HEX	Ally/Enemy HEX (Any)
Ley RFX Up	Passive Skills	30	Adds a +25 bonus to RFX when the character is on a ley point	—
MP Charge	Force Abilities	35	Restores MP, Power: 50	Ally HEX (Any)
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Life Drain	Original Command (Magic)	50	Absorbs HP	Enemy HEX (Any)
Experience Up	Passive Skills	60	Increases the amount of experience gained from battle	—
Chapapanga	Force Abilities	70	Powerful physical attack. Defeated enemies are turned into items.	Enemy HEX (Any)
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Rare Steal	Original Command (Physical)	90	Steals a rare item from the target	Enemy HEX (Adjacent)
Ley HIT Up	Passive Skills	100	Adds a +25 bonus to HIT when the character is on a ley point	—

Medium Bonuses by Type and Level Gained

Skill Name	Type	Level Gained	Description	Target
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Mystic	Force Abilities	8	Extends an item's effect to all HEXes	—
Sonic Vision	Force Abilities	18	Guarantees a Critical Hit for the Attack/Shoot command	—
MP Charge	Force Abilities	35	Restores MP, Power: 50	Ally HEX (Any)
Chapapanga	Force Abilities	70	Powerful physical attack. Defeated enemies are turned into items.	Enemy HEX (Any)
RFX/HIT Bonus	Level Bonus	1	Adds a level-based bonus to RFX and HIT	—
Fragile	Original Command (Magic)	12	Adds DEF/RES Down status to the HEX	Ally/Enemy HEX (Any)
Slow Down	Original Command (Magic)	25	Adds RFX/EVA Down status to the HEX	Ally/Enemy HEX (Any)
Life Drain	Original Command (Magic)	50	Absorbs HP	Enemy HEX (Any)
Item Steal	Original Command (Physical)	2	Steals an item from the target	Enemy HEX (Adjacent)
Rare Steal	Original Command (Physical)	90	Steals a rare item from the target	Enemy HEX (Adjacent)
FP Advantage	Passive Skills	4	Adds Force Points at the start of a battle	—
Gella Up	Passive Skills	15	Increases the amount of Gella obtained from battle	—
Ley RFX Up	Passive Skills	30	Adds a +25 bonus to RFX when the character is on a ley point	—
Experience Up	Passive Skills	60	Increases the amount of experience gained from battle	—
Ley HIT Up	Passive Skills	100	Adds a +25 bonus to HIT when the character is on a ley point	—

Moon Medium

Medium Bonuses by Level Gained

Skill Name	Type	Level Gained	Description	Target
RFX/EVA Bonus	Level Bonus	1	Adds a level-based bonus to RFX and EVA	—
Dispel	Original Command (Magic)	2	Cancels all effects placed on the HEX	Ally/Enemy HEX (Any)
Observe	Passive Skills	4	Provides more detailed information on enemies when using the Analyze command	—
Ley Change	Force Abilities	8	Changes the elements of all ley points	—
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Replace	Original Command (Magic)	12	Trades places with the occupant(s) of the target HEX	Ally/Enemy HEX (Any)
Status Lock	Passive Skills	15	Makes the character invulnerable to all negative HEX status effects	—
Invincible	Force Abilities	18	Adds Invincible status to the HEX until the next ally turn	User's HEX
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Gather	Original Command (Magic)	25	Gathers all allies or enemies into the same HEX	Ally/Enemy HEX (Any)
Ley RFX Up	Passive Skills	30	Adds a +25 bonus to RFX when the character is on a ley point	—
Intrude	Force Abilities	35	Allows for two consecutive actions	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Isolate	Original Command (Magic)	50	Characters in the target HEX are moved randomly	Ally/Enemy HEX (Any)
HEX Cleaner	Passive Skills	60	Cancels any negative HEX status effects when moving into a HEX	—
Celesdue	Force Abilities	70	Adds All Stats Down status to the HEX	Enemy HEX (All)
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Land Steal	Original Command (Magic)	90	Moves all status effects on the target HEX to the user's HEX	Enemy HEX (Any)
Ley EVA Up	Passive Skills	100	Adds a +25 bonus to EVA when the character is on a ley point	—

Medium Bonuses by Type and Level Gained

Skill Name	Type	Level Gained	Description	Target
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Ley Change	Force Abilities	8	Changes the elements of all ley points	—
Invincible	Force Abilities	18	Adds Invincible status to the HEX until the next ally turn	User's HEX
Intrude	Force Abilities	35	Allows for two consecutive actions	—
Ceasdue	Force Abilities	70	Adds All Stats Down status to the HEX	Enemy HEX (All)
RFX/EVA Bonus	Level Bonus	1	Adds a level-based bonus to RFX and EVA	—
Dispel	Original Command (Magic)	2	Cancels all effects placed on the HEX	Ally/Enemy HEX (Any)
Replace	Original Command (Magic)	12	Trades places with the occupant(s) of the target HEX	Ally/Enemy HEX (Any)
Gather	Original Command (Magic)	25	Gathers all allies or enemies into the same HEX	Ally/Enemy HEX (Any)
Isolate	Original Command (Magic)	50	Characters in the target HEX are moved randomly	Ally/Enemy HEX (Any)
Land Steal	Original Command (Magic)	90	Moves all status effects on the target HEX to the user's HEX	Enemy HEX (Any)
Observe	Passive Skills	4	Provides more detailed information on enemies when using the Analyze command	—
Status Lock	Passive Skills	15	Makes the character invulnerable to all negative HEX status effects	—
Ley RFX Up	Passive Skills	30	Adds a +25 bonus to RFX when the character is on a ley point	—
HEX Cleaner	Passive Skills	60	Cancels any negative HEX status effects when moving into a HEX	—
Ley EVA Up	Passive Skills	100	Adds a +25 bonus to EVA when the character is on a ley point	—

Mountain Medium

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Medium Bonuses by Level Gained

Skill Name	Type	Level Gained	Description	Target
HP/DEF Bonus	Level Bonus	1	Adds a level-based bonus to HP and DEF	—
Protect	Original Command (Magic)	2	Adds "DEF/RES Up" status to the HEX	Ally/Enemy HEX (Any)
Defender	Passive Skills	4	Randomly guards allies in the same HEX from enemy attacks	—
Mystic	Force Abilities	8	Extends an item's effects to all HEXes	—
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Turn Shift	Original Command (Magic)	12	Allows the ally with the next turn to act immediately	User
Blocker	Passive Skills	15	Randomly nullifies physical attacks	—
Invincible	Force Abilities	18	Adds "Invincible" status to the HEX until the next ally turn	User's HEX
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Shut Out	Original Command (Magic)	25	Adds "Locked" status to the HEX	Ally/Enemy HEX (Any)
Ley HP Regen	Passive Skills	30	Recovers HP when the character's turn starts on a ley point	—
Critical Heal	Force Abilities	35	Restores HP to maximum	Ally HEX (Any)
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Reinforce	Original Command (Magic)	50	Adds "FP Gain Up" status to the HEX	Ally/Enemy HEX (Any)
Retaliate	Passive Skills	60	Randomly reflects physical attacks back to the attacker without taking damage	—
Dinoginos	Force Abilities	70	Adds "All Stats Up" status to the HEX	Ally HEX (All)
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Regenerate	Original Command (Magic)	90	Adds "HP Recovery" status to HEX	Ally/Enemy HEX (Any)
Ley DEF Up	Passive Skills	100	Adds +25 bonus to DEF when the character is on a ley point	—

Medium Bonuses by Type and Level Gained

Skill Name	Type	Level Gained	Description	Target
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Mystic	Force Abilities	8	Extends an item's effects to all HEXes	—
Invincible	Force Abilities	18	Adds "Invincible" status to the HEX until the next ally turn	User's HEX
Critical Heal	Force Abilities	35	Restores HP to maximum	Ally HEX (Any)
Dinoginos	Force Abilities	70	Adds "All Stats Up" status to the HEX	Ally HEX (All)
HP/DEF Bonus	Level Bonus	1	Adds a level-based bonus to HP and DEF	—
Protect	Original Command (Magic)	2	Adds "DEF/RES Up" status to the HEX	Ally/Enemy HEX (Any)
Turn Shift	Original Command (Magic)	12	Allows the ally with the next turn to act immediately	User
Shut Out	Original Command (Magic)	25	Adds "Locked" status to the HEX	Ally/Enemy HEX (Any)
Reinforce	Original Command (Magic)	50	Adds "FP Gain Up" status to the HEX	Ally/Enemy HEX (Any)
Regenerate	Original Command (Magic)	90	Adds "HP Recovery" status to HEX	Ally/Enemy HEX (Any)
Defender	Passive Skills	4	Randomly guards allies in the same HEX from enemy attacks	—
Blocker	Passive Skills	15	Randomly nullifies physical attacks	—
Ley HP Regen	Passive Skills	30	Recovers HP when the character's turn starts on a ley point	—
Retaliate	Passive Skills	60	Randomly reflects physical attacks back to the attacker without taking damage	—
Ley DEF Up	Passive Skills	100	Adds +25 bonus to DEF when the character is on a ley point	—

Sea Medium

Medium Bonuses by Level Gained

Skill Name	Type	Level Gained	Description	Target
MP/RES Bonus	Level Bonus	1	Adds a level-based bonus to MP and RES	—
Heal	Original Command (Magic)	2	Restores HP, Power: 200	Ally HEX (Any)
Lifesaver	Passive Skills	4	Nullifies the instant-death component of all instant death attacks	—
Jump	Force Abilities	8	Jump to another HEX and take all allies in the same HEX with you	Any unoccupied HEX
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Revive	Original Command (Magic)	12	Revives fallen allies	User's HEX
Crisis Action	Passive Skills	15	Allows an immediate action when any ally's HP is reduced to critical levels	—
Widespread	Force Abilities	18	Extends an Original Command's effect to all HEXes	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Hi-Heal	Original Command (Magic)	25	Restores HP, Power: 400	Ally HEX (Any)
Ley MP Regen	Passive Skills	30	Recovers MP when the character's turn starts on a ley point	—
Critical Heal	Force Abilities	35	Recovers HP to Maximum	Ally HEX (Any)
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
React Minus	Original Command (Magic)	50	Adds "DP/EP Down" status to the HEX	Ally/Enemy HEX (Any)
Double Healing	Passive Skills	60	Doubles the effect of recovery magic and items	—
Lucadia	Force Abilities	70	Restores HP to maximum, revives fallen allies, and cancels all negative HEX status effects	Ally HEX (All)
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Hi-Revive	Original Command (Magic)	90	Revives fallen allies with full HP	User's HEX
Ley RES Up	Passive Skills	100	Adds +25 bonus to RES when the character is on a ley point	—

Medium Bonuses by Type and Level Gained

Skill Name	Type	Level Gained	Description	Target
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Jump	Force Abilities	8	Jump to another HEX and take all allies in the same HEX with you	Any unoccupied HEX
Widespread	Force Abilities	18	Extends an Original Command's effect to all HEXes	—
Critical Heal	Force Abilities	35	Recovers HP to Maximum	Ally HEX (Any)
Lucadia	Force Abilities	70	Restores HP to maximum, revives fallen allies, and cancels all negative HEX status effects	Ally HEX (All)
MP/RES Bonus	Level Bonus	1	Adds a level-based bonus to MP and RES	—
Heal	Original Command (Magic)	2	Restores HP, Power: 200	Ally HEX (Any)
Revive	Original Command (Magic)	12	Revives fallen allies	User's HEX
Hi-Heal	Original Command (Magic)	25	Restores HP, Power: 400	Ally HEX (Any)
React Minus	Original Command (Magic)	50	Adds "DP/EP Down" status to the HEX	Ally/Enemy HEX (Any)
Hi-Revive	Original Command (Magic)	90	Revives fallen allies with full HP	User's HEX
Lifesaver	Passive Skills	4	Nullifies the instant-death component of all instant death attacks	—
Crisis Action	Passive Skills	15	Allows an immediate action when any ally's HP is reduced to critical levels	—
Ley MP Regen	Passive Skills	30	Recovers MP when the character's turn starts on a ley point	—
Double Healing	Passive Skills	60	Doubles the effect of recovery magic and items	—
Ley RES Up	Passive Skills	100	Adds +25 bonus to RES when the character is on a ley point	—

Sky Medium

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Medium Bonuses by Level Gained

Skill Name	Type	Level Gained	Description	Target
MP/MAG Bonus	Level Bonus	1	Adds a level-based bonus to MP and MAG	—
Blast	Original Command (Magic)	2	Magic Attack, Power: 175	Enemy HEX (Any)
Gemstone	Passive Skills	4	Turns enemies defeated by elemental attacks into gems of the same element	—
Ley Change	Force Abilities	8	Changes the elements of all ley points, following the order of: Water, Wind, Fire, Earth, Water, and so on	Ley point
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Absorb	Original Command (Magic)	12	Absorbs a target's MP	Enemy HEX (Any)
Magic Blocker	Passive Skills	15	Randomly nullifies magic attacks	—
Widespread	Force Abilities	18	Extends an Original Command's effect to all HEXes	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Hi-Blast	Original Command (Magic)	25	Magic Attack, Power: 215	Enemy HEX (Any)
Ley MP Regen	Passive Skills	30	Recovers MP when the character's turn starts in a ley point	—
MP Charge	Force Abilities	35	Restores MP, Power: 50	Ally HEX (Any)
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Extend	Original Command (Magic)	50	Extends the duration of effects placed on the HEX	Any HEX
Conserve MP	Passive Skills	60	Halves the amount of MP needed to use skills	—
Solais Emsu	Force Abilities	70	Powerful magic attack on all enemies. Gains strength if more allies are present in the same HEX, Power: 720	Enemy HEX (All)
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Sacrifice	Original Command (Magic)	90	Consumes HP to perform a non-elemental magic attack	Enemy HEX (Any)
Ley MAG Up	Passive Skills	100	Adds a +25 bonus to MAG when the character is on a ley point	—

Medium Bonuses by Type and Level Gained

Skill Name	Type	Level Gained	Description	Target
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Ley Change	Force Abilities	8	Changes the elements of all ley points, following the order of: Water, Wind, Fire, Earth, Water, and so on	Ley point
Widespread	Force Abilities	18	Extends an Original Command's effect to all HEXes	—
MP Charge	Force Abilities	35	Restores MP, Power: 50	Ally HEX (Any)
Solais Emsu	Force Abilities	70	Powerful magic attack on all enemies. Gains strength if more allies are present in the same HEX, Power: 720	Enemy HEX (All)
MP/MAG Bonus	Level Bonus	1	Adds a level-based bonus to MP and MAG	—
Blast	Original Command (Magic)	2	Magic Attack, Power: 175	Enemy HEX (Any)
Absorb	Original Command (Magic)	12	Absorbs a target's MP	Enemy HEX (Any)
Hi-Blast	Original Command (Magic)	25	Magic Attack, Power: 215	Enemy HEX (Any)
Extend	Original Command (Magic)	50	Extends the duration of effects placed on the HEX	Any HEX
Sacrifice	Original Command (Magic)	90	Consumes HP to perform a non-elemental magic attack	Enemy HEX (Any)
Gemstone	Passive Skills	4	Turns enemies defeated by elemental attacks into gems of the same element	—
Magic Blocker	Passive Skills	15	Randomly nullifies magic attacks	—
Ley MP Regen	Passive Skills	30	Recovers MP when the character's turn starts in a ley point	—
Conserve MP	Passive Skills	60	Halves the amount of MP needed to use skills	—
Ley MAG Up	Passive Skills	100	Adds a +25 bonus to MAG when the character is on a ley point	—

Sword Medium

Medium Bonuses by Level Gained

Skill Name	Type	Level Gained	Description	Target
HP/ATK Bonus	Level Bonus	1	Adds a level-based bonus to HP and ATK	—
Crush	Original Command (Physical)	2	Physical attack, Power: 190	Enemy HEX (Any)
Counter	Passive Skills	4	Randomly counters physical attacks	—
Jump	Force Abilities	8	Jump to another HEX and take all allies in the same HEX with you	Any unoccupied HEX
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Quicken	Original Command (Magic)	12	Adds "RFX/EVA Up" status to the HEX	Ally/Enemy HEX (Any)
Dash	Passive Skills	15	Allows movement to any HEX	—
Sonic Vision	Force Abilities	18	Guarantees a Critical Hit for the Attack/Shoot command	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Heavy Crush	Original Command (Physical)	25	Physical attack, Power: 230	Enemy HEX (Any)
Ley HP Regen	Passive Skills	30	Recovers HP when the character's turn starts on a ley point	—
Intrude	Force Abilities	35	Allows for two consecutive actions	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
React Plus	Original Command (Magic)	50	Adds "DP/EP Up" status to the HEX	Ally/Enemy HEX (Any)
Penetrator	Passive Skills	60	Ignores enemy's DFP when making a Critical Hit	—
Equites	Force Abilities	70	Powerful physical attack on all enemies. Gains strength if more allies are present in the same HEX, Power: 720	Enemy HEX (All)
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Hyper	Original Command (Magic)	90	Adds "ATK/MAG Up" status to the HEX	Ally/Enemy HEX (Any)
Ley ATK Up	Passive Skills	100	Adds a +25 bonus to ATK when the character is on a ley point	—

Medium Bonuses by Type and Level Gained

Skill Name	Type	Level Gained	Description	Target
Add Badge Slot	Additional Badges	10	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	20	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	40	Allows the character to equip an additional badge	—
Add Badge Slot	Additional Badges	80	Allows the character to equip an additional badge	—
Jump	Force Abilities	8	Jump to another HEX and take all allies in the same HEX with you	Any unoccupied HEX
Sonic Vision	Force Abilities	18	Guarantees a Critical Hit for the Attack/Shoot command	—
Intrude	Force Abilities	35	Allows for two consecutive actions	—
Equites	Force Abilities	70	Powerful physical attack on all enemies. Gains strength if more allies are present in the same HEX, Power: 720	Enemy HEX (All)
HP/ATK Bonus	Level Bonus	1	Adds a level-based bonus to HP and ATK	—
Quicken	Original Command (Magic)	12	Adds "RFX/EVA Up" status to the HEX	Ally/Enemy HEX (Any)
React Plus	Original Command (Magic)	50	Adds "DP/EP Up" status to the HEX	Ally/Enemy HEX (Any)
Hyper	Original Command (Magic)	90	Adds "ATK/MAG Up" status to the HEX	Ally/Enemy HEX (Any)
Crush	Original Command (Physical)	2	Physical attack, Power: 190	Enemy HEX (Any)
Heavy Crush	Original Command (Physical)	25	Physical attack, Power: 230	Enemy HEX (Any)
Counter	Passive Skills	4	Randomly counters physical attacks	—
Dash	Passive Skills	15	Allows movement to any HEX	—
Ley HP Regen	Passive Skills	30	Recovers HP when the character's turn starts on a ley point	—
Penetrator	Passive Skills	60	Ignores enemy's DFP when making a Critical Hit	—
Ley ATK Up	Passive Skills	100	Adds a +25 bonus to ATK when the character is on a ley point	—

Sealed Crystal Locations

Crystal Location	Area
Southwest Filgaia	See Regional Map
Northwest Filgaia	See Regional Map
Northwest Filgaia	See Regional Map
Northwest Filgaia	See Regional Map
Northeast Filgaia	See Regional Map
Southeast Filgaia	See Regional Map
Hillside Ruins	Area 18
Temple of Rejection	Area 12
Starlit Path	Area 16
Mt. Chug Chug	Area 15
Isolated Path	Area 17
Decrepit Path	Area 3
Cocytus	Area 15
Inferno	Area 15
Tartarus	Area 15
Abyss	Area 20

Store Locations

Store Name	Store Location
General Store "Fertile Egg"	The shop in Capo Bronco with the Strong-Willed Shop Mistress
General Store "Mountain Man"	The shop in Mirapulse with the Weak-Stomached Shopkeeper
General Store "Mama's Place"	The shop in Gounon with Mama Pluck
General Store "Laila Lai"	The shop in Laila Belle inside the Golem Hunter's Guild with the Nyctophobic Shopkeeper
The Roving Knapsack	The Destitute Merchant in Mithysmere
The Hometown Café	The shop in Honeysday with the Café Owner
General Store "Precious Possessions"	The shop in Twelbit with the Baskar Observer
General Store "Periwinkle II"	The shop in Harmonde with the Stand Owner
The Mayflower Shop Box	The box in The Mayflower Area 6 with Bombur
The shop box in Locus Solus: Black Box	The box in Locus Solus: Black Box AREA 01 with Bombur
Quadra Caravan	The Quadra Caravan in Southwest Filgaia with Traveling Salesman Ringo
Quadra Caravan	The Quadra Caravan in Northwest Filgaia with Traveling Salesman Paul
Quadra Caravan	The Quadra Caravan in Northeast Filgaia with Traveling Salesman George
Quadra Caravan	The Quadra Caravan in Southeast Filgaia with Traveling Salesman John
Synthesis Shop "Zoa Priest"	The Child with Grown-Up Eyes in Mithysmere